



"Reboot"  
1034-244  
Final Board

Date 12/07/15

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 12/07/15
- ☒ Final Board

Adventure Time Created by  
Pendleton Ward

Supervising Director  
Adam Muto

Storyboard by  
Tom Herpich &  
Steve Wolfhard

Animation Studio  
SAEROM

DEC 17 2015



# ADVENTURE TIME

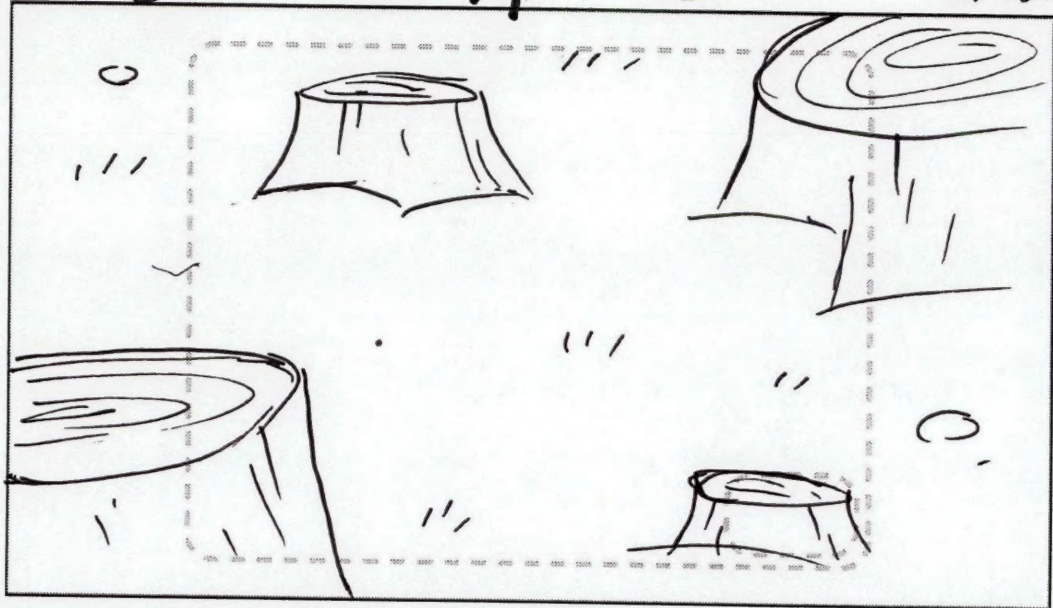


Page 01

Sc. 01 Pnl. A Bg. day night



Sc. 02 Pnl. A Bg. day night



Dialog:

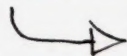
- BEAT -

- BEAT -

Action:

BG IS REUSE FROM "SUSAN STRONG" EP, BUT WITH MORE ADDED, AND SOME STUMPS REMOVED TO CLEAR A PATH FOR WHEN THE EEL LANDS LATER

Timing:



REUSE, WITH ADDED STUMPS

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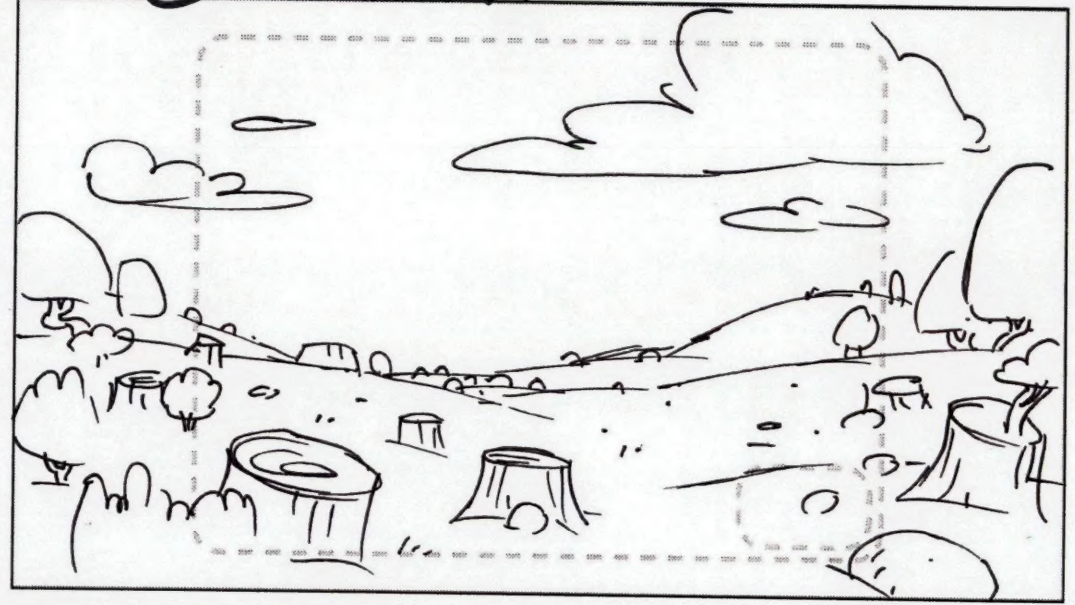
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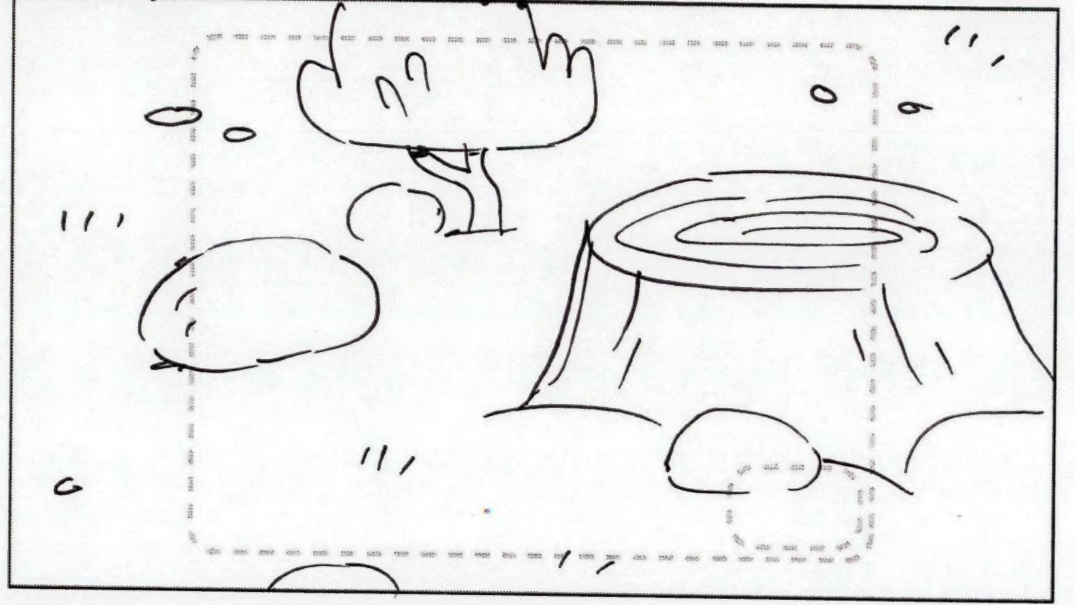
# ADVENTURE TIME



Sc. **B** Pnl. **A** Bg. day night



Sc. **H** Pnl. **A** Bg. day night



Dialog:	- BEAT	- BEAT -
Action:	- REUSE -	- NEW -
Timing:	DEC 17 2015	

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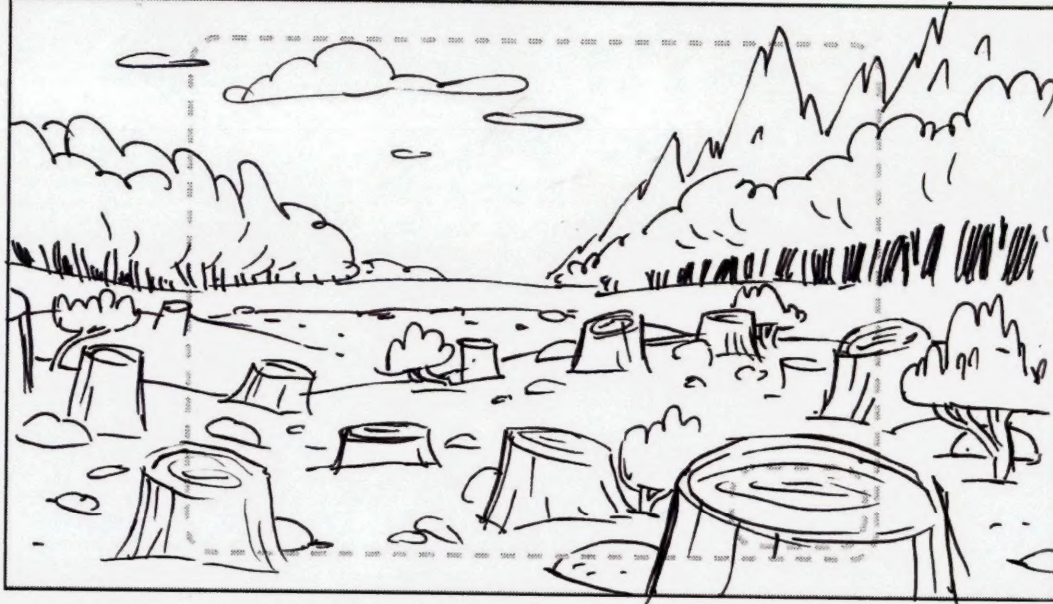
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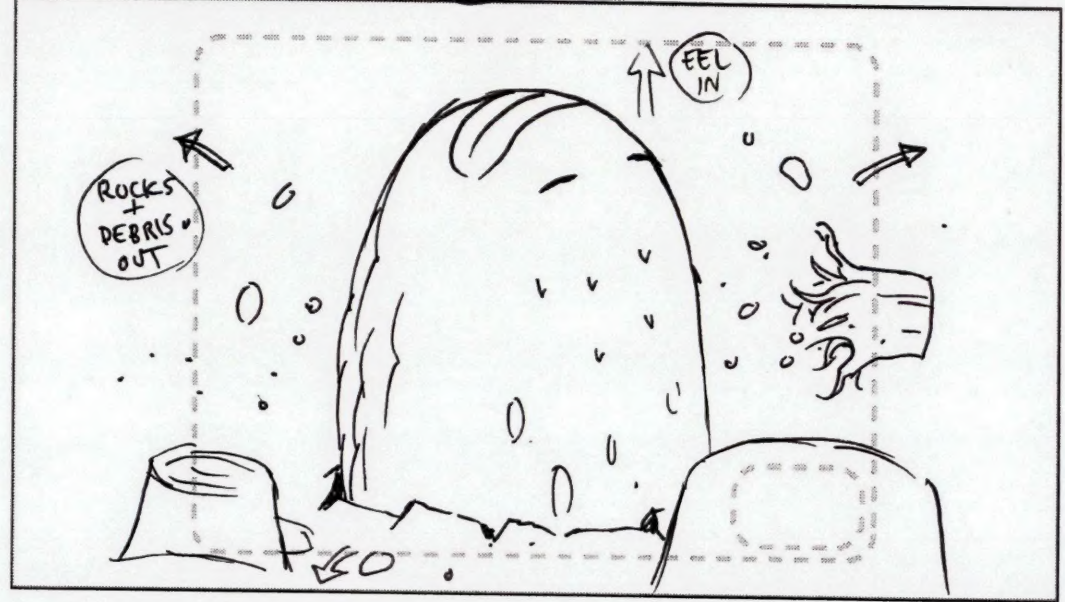
# ADVENTURE TIME



Sc. **5** Pnl. **A** Bg. day night



Sc. **Scout** Pnl. **B** Bg. day night



Dialog:

- BEAT -

(SFX) : BOOM :

Action:

- REUSE -

- EEL bursts out of ground, sending dirt and tree-stump flying.

Timing:

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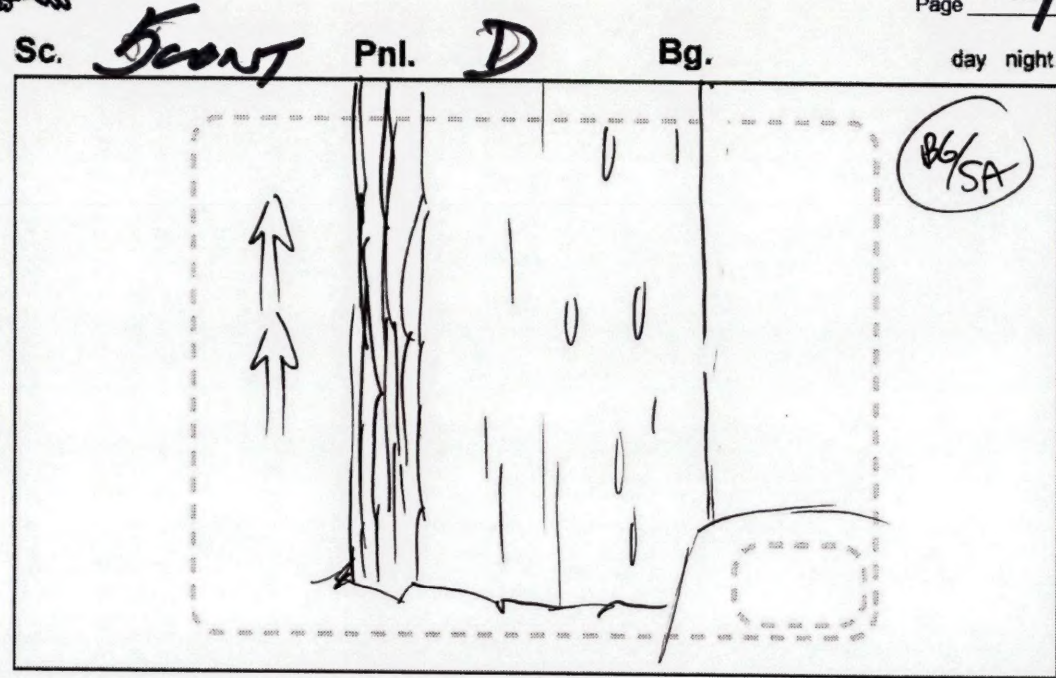
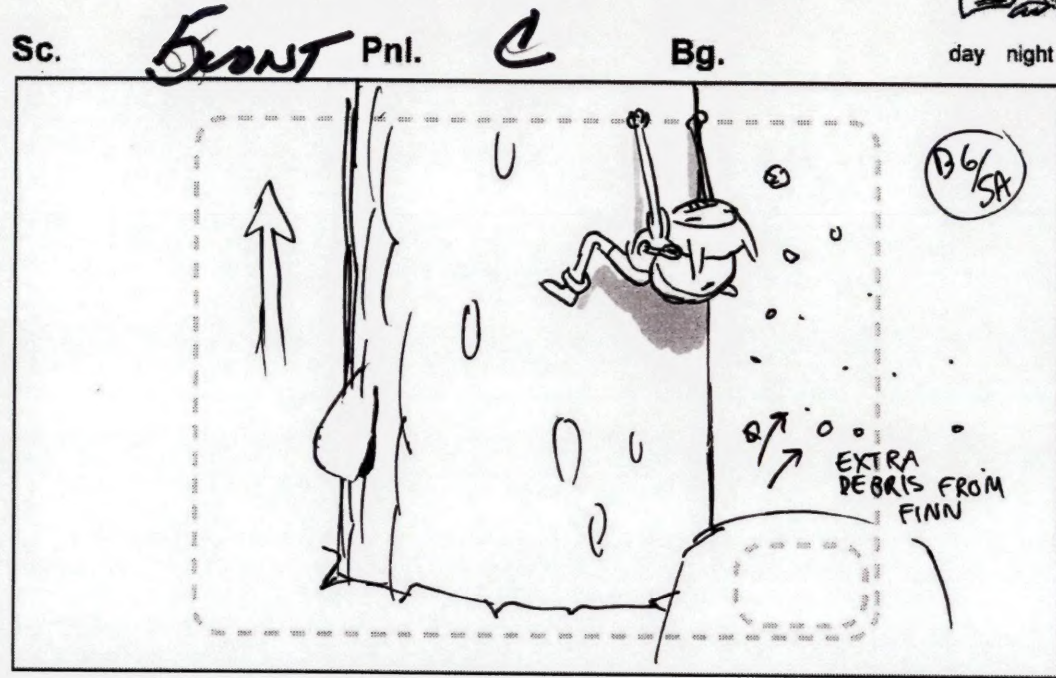
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# ADVENTURE TIME



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Dialog:

(F:) (IMPACT SOUND) MPF!

Action:

-EEL continues to emerge, revealing FINN, clinging to EEL's back.

Timing:

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Scout Pnl.

G

**Bg.**

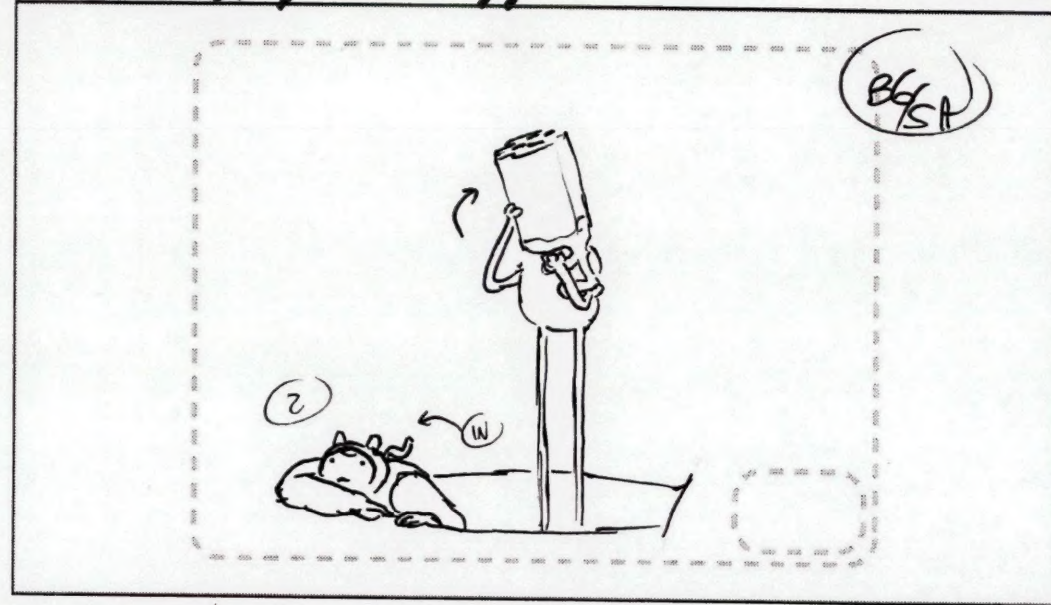
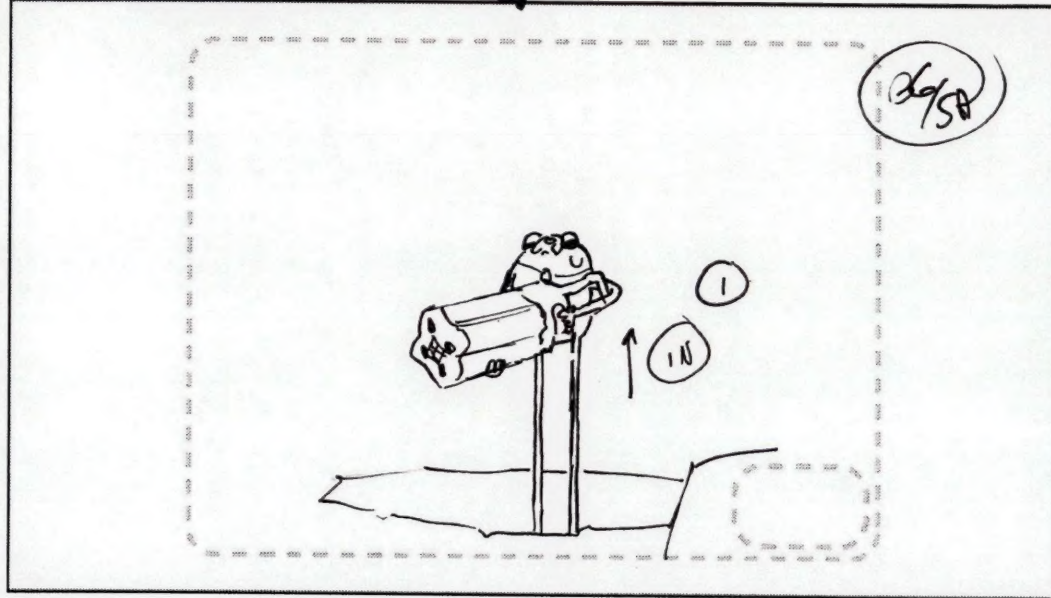
**Sc**

Front Pnl.

A

**Bg.**

Page 4  
day night



(SUSAN) \* climbing grunt \*

(SFX): \*CA CLACK\* (gun move noise)

**Action:** - Jake stretches in, holding net gun.

- Susan pulls herself up, then looks up at Finn  
- Jake aims at EEL.

Diagram 2 shows a hand holding a pen. An arrow points from the hand to the pen tip, and the text "hand in" is written below the pen.



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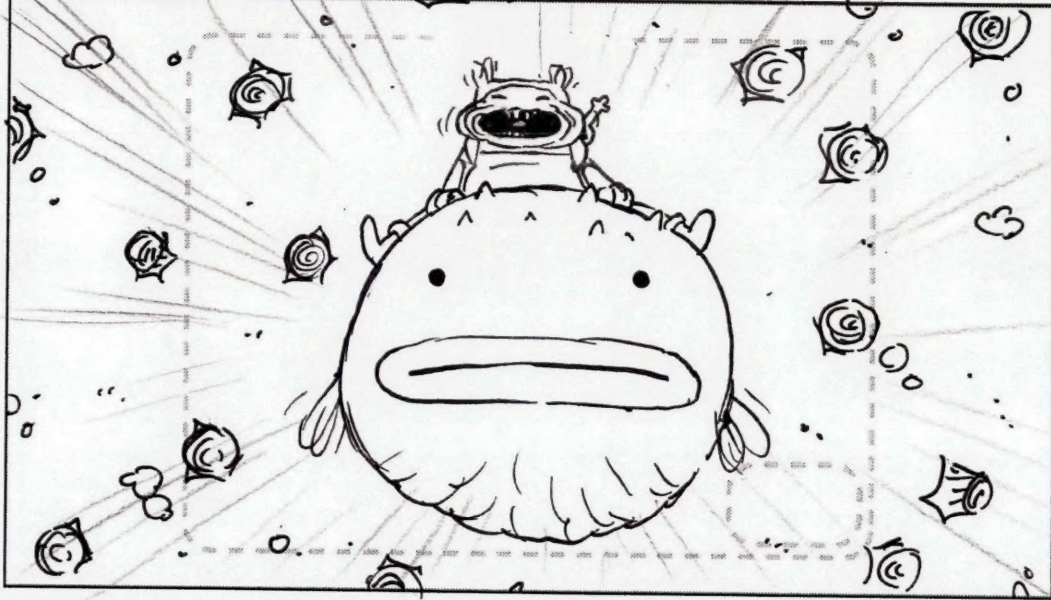
1034/244



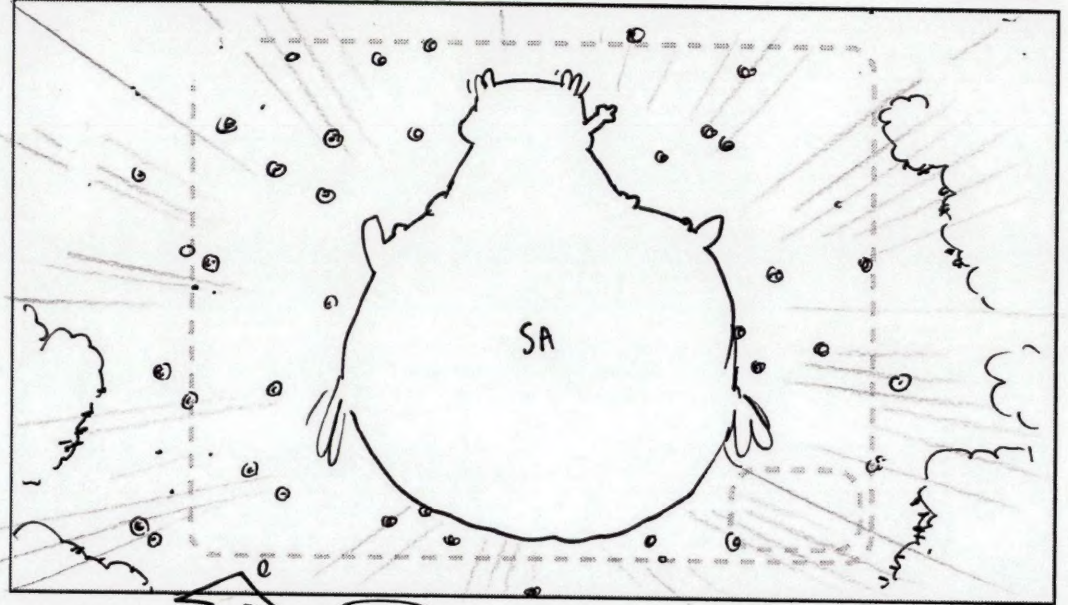
# ADVENTURE TIME



Sc. 6 Pnl. A Bg. day night



Sc. 6 CONT Pnl. B Bg. day night



Dialog:

(F:) ARG LBL ARG LBL ARG LBL RGL →

Action:

- BG recedes as EEL/FINN rise into the air.

Timing:

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EPISODE #

Production :

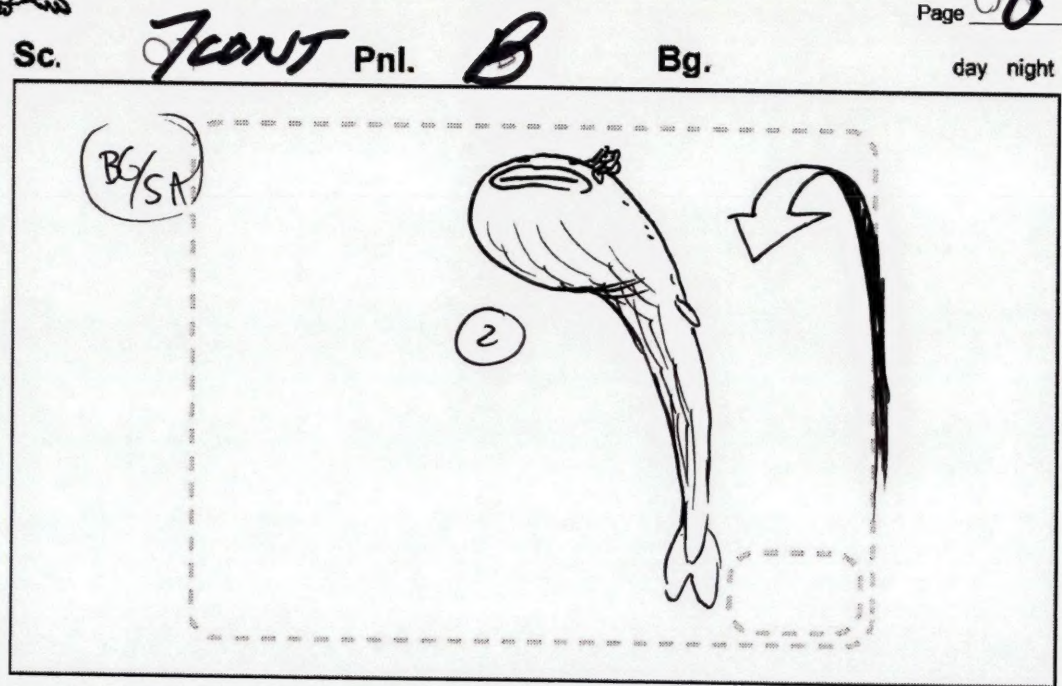
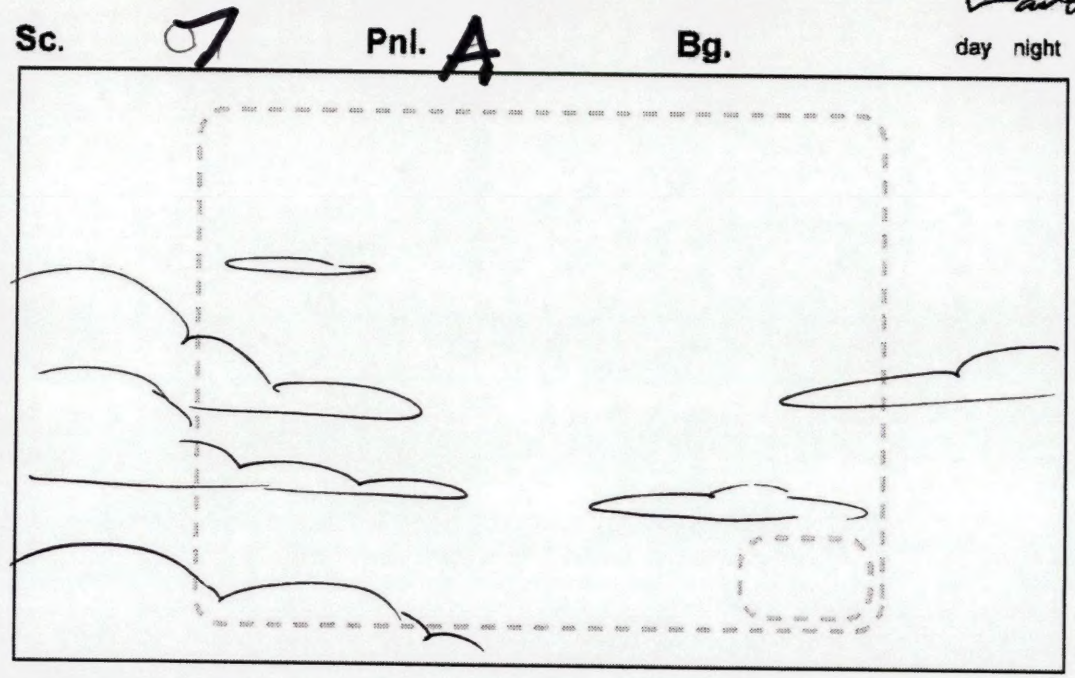
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ADVENTURE TIME



Dialog:

Action: -EEL reaches top of arc.

Timing:

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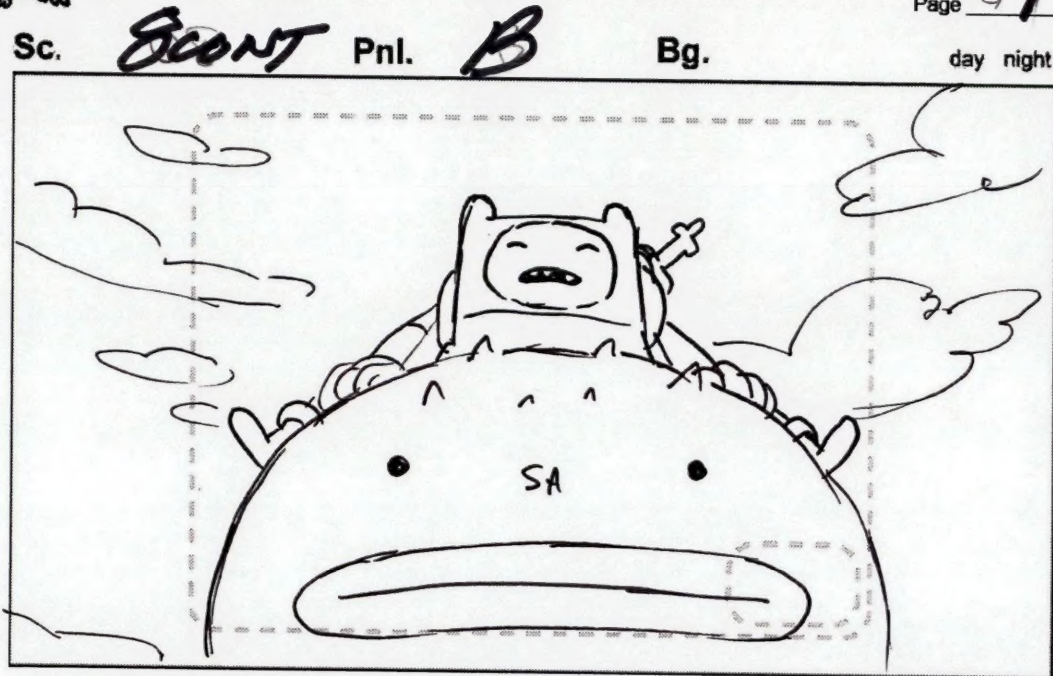
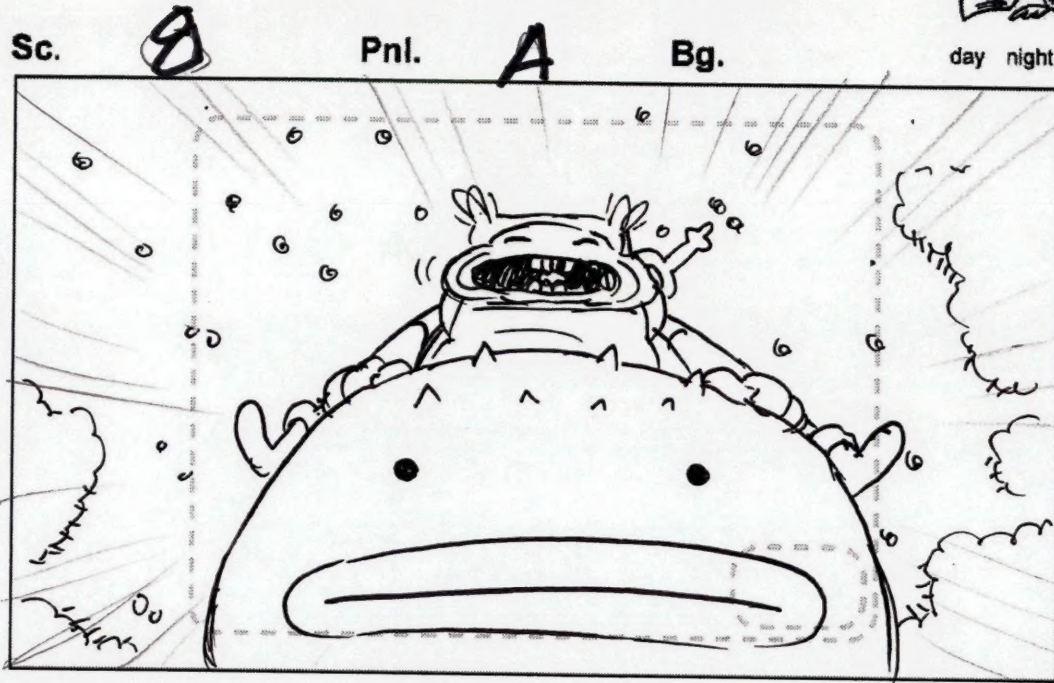
Production :



# ADVENTURE TIME



Page 9  
day night



Dialog:

(F:) [wind influenced:] ARBLGLRBGAR BLBLRG → (F:) [wind fades, but Finn transitions into just speaking the nonsense syllables at regular volume:] arglblargleblargle bargle...

Action:

- speed/wind relax as EEL/FINN reach top of arc.

Timing:

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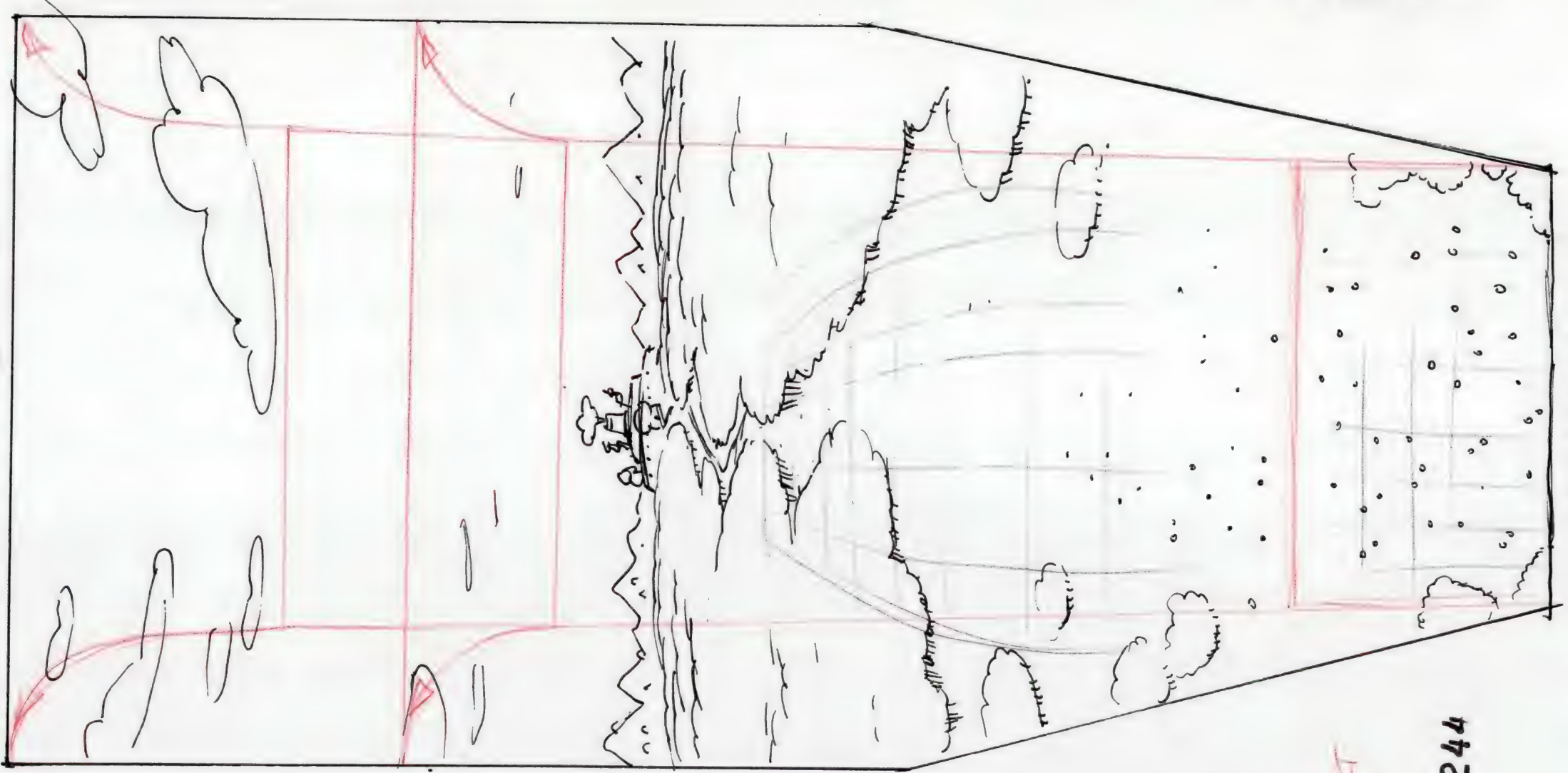


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Sc.  Pnl.  (BG)

528 BG

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STOP

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START

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# ADVENTURE TIME



Sc.

9

Pnl.

A

Bg.

day night

Sc.

900T

Pnl.

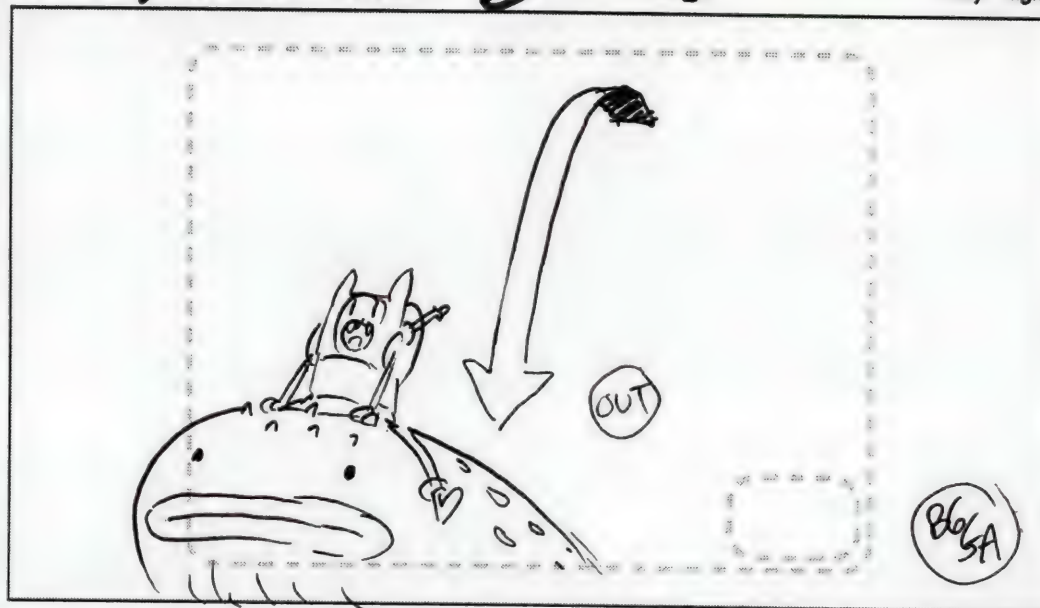
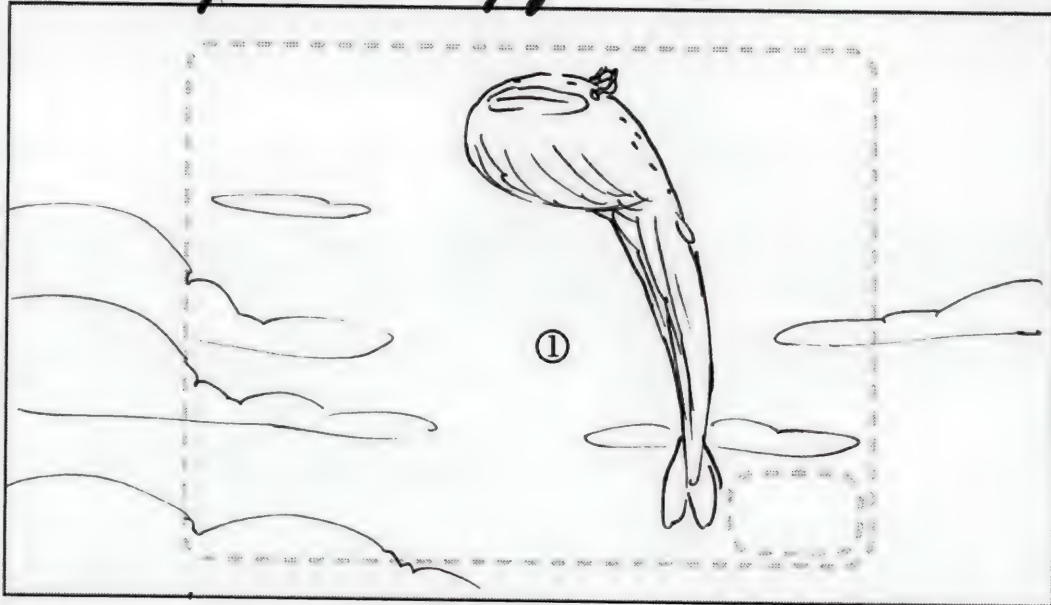
B

Bg.

Page

11

day night



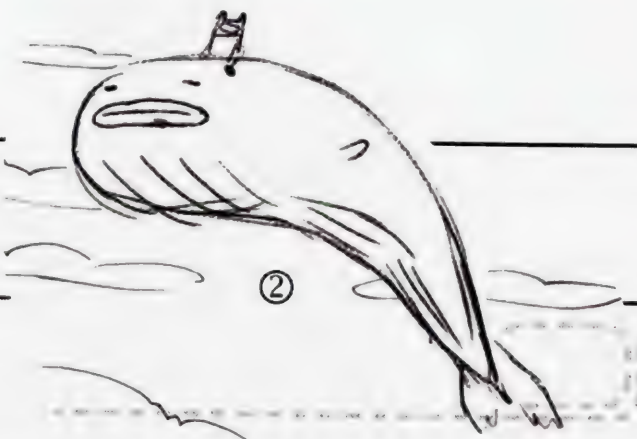
Dialog:

F/ woooAHHHHH-

Action:

- EEL falls from the sky.

Timing:



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# ADVENTURE TIME



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Sc. 9 CONT Pnl. C

Bg.

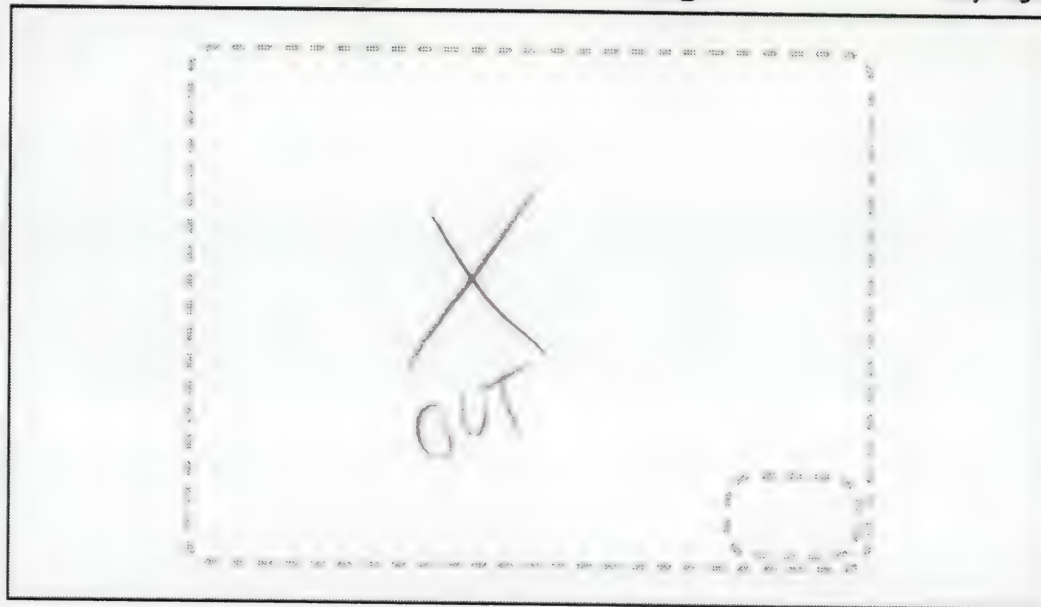
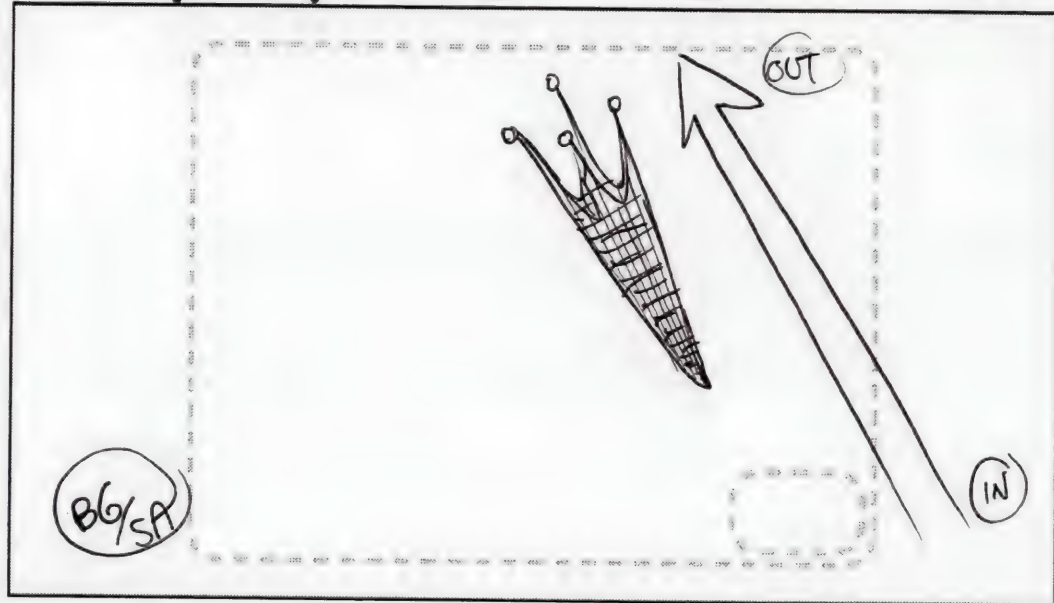
day night

Sc.

Pnl.

Bg.

day night



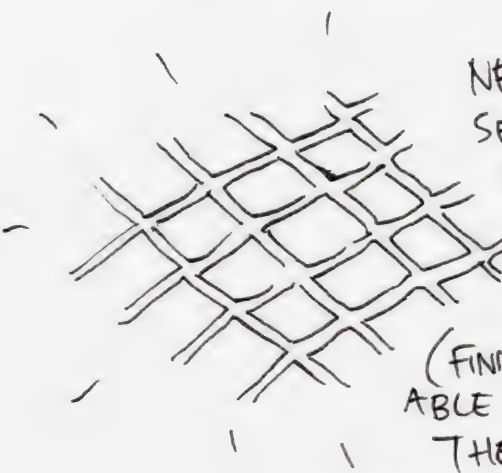
Dialog:

(SFX:) POOM

Action:

- Net-gun net shoots past, where EEL was earlier.

Timing:



NETS SHOULD BE SPACE-AGE PLASTIC OR METAL OR SOMETHING - NOT ROPE THOUGH - (FINN SHOULDN'T BE ABLE TO CUT THROUGH THEM)

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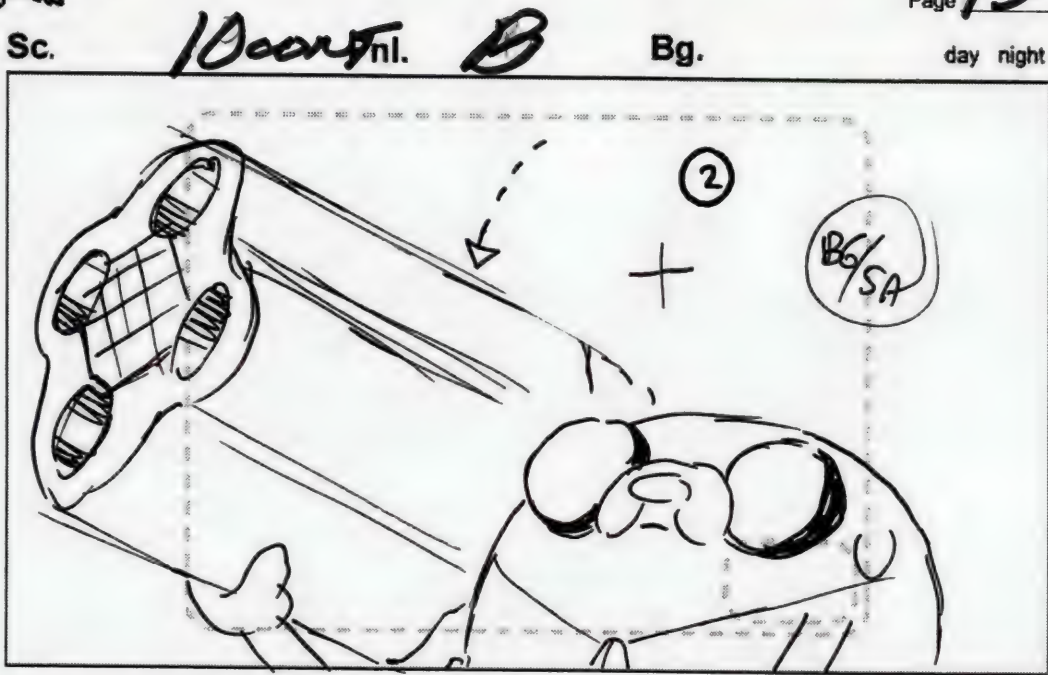
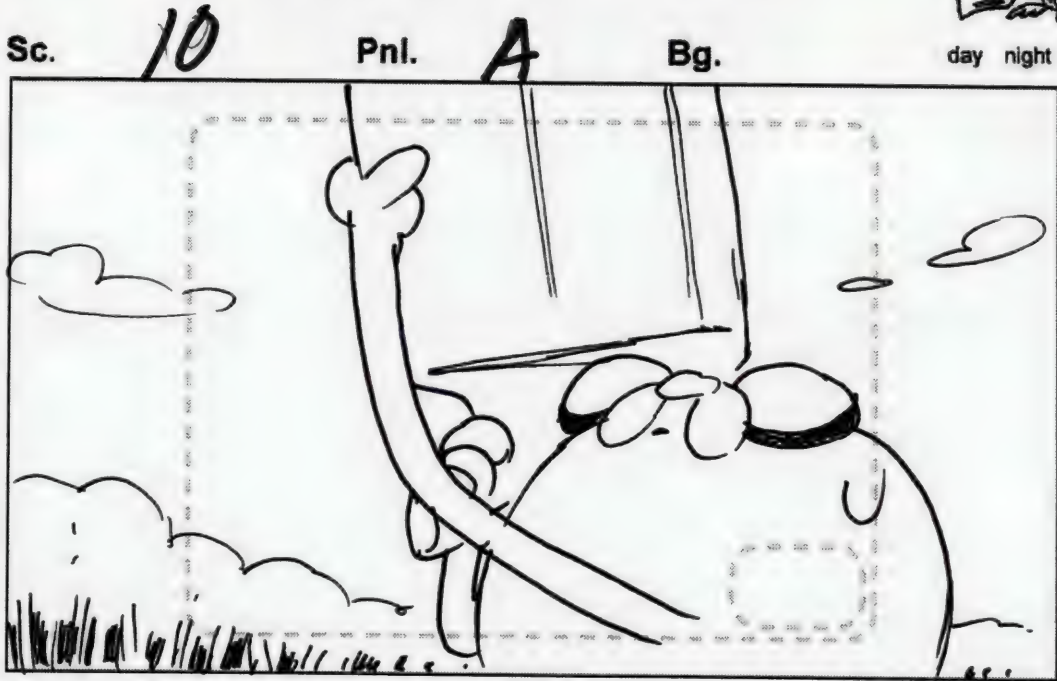
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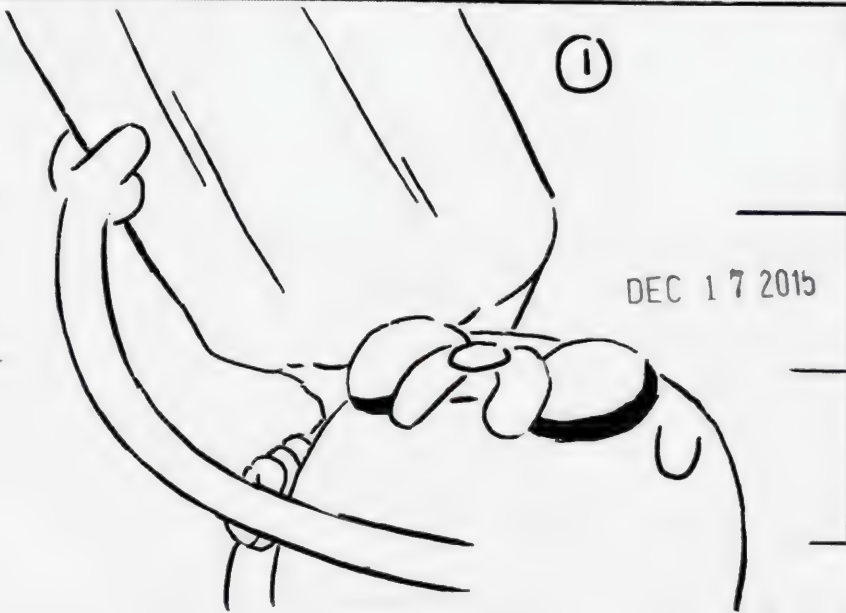
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Dialog:

Action: - Jake adjusts his aim.

Timing:



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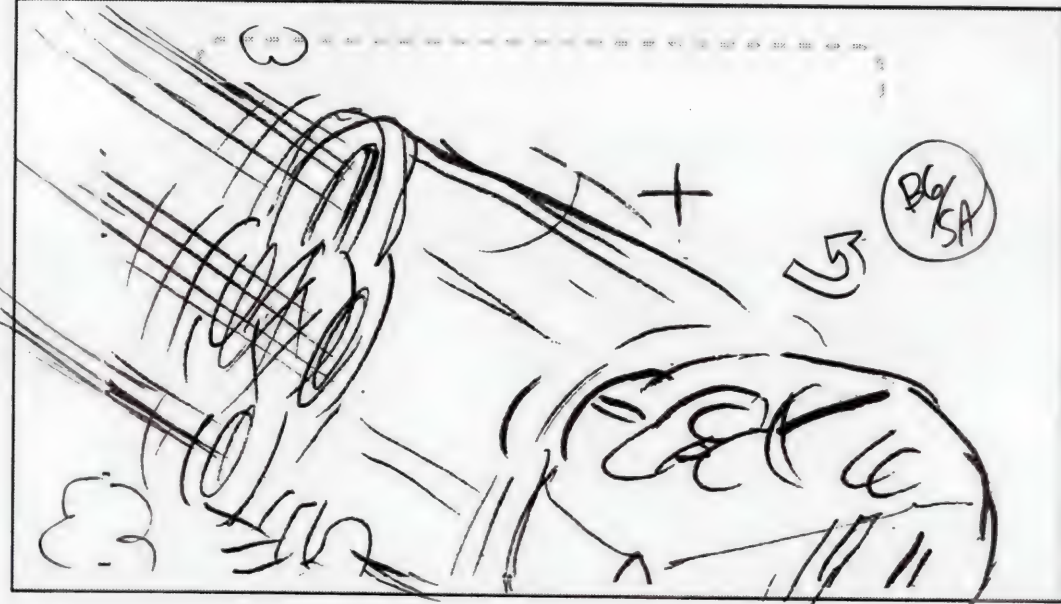


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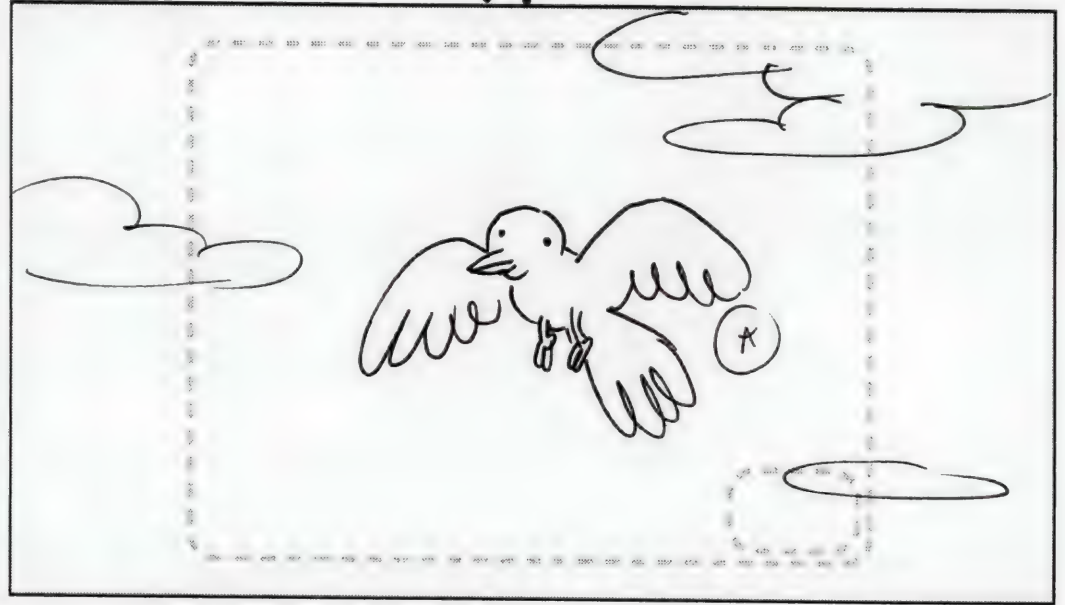


Page **14**

Sc. **10 cont** Pnl. **C** Bg. day night



Sc. **11** Pnl. **A** Bg. day night



Dialog:

(Sfx): POOM

Action:

- JAKE recoils back then forward again. as he fires the NET GUN

Timing:



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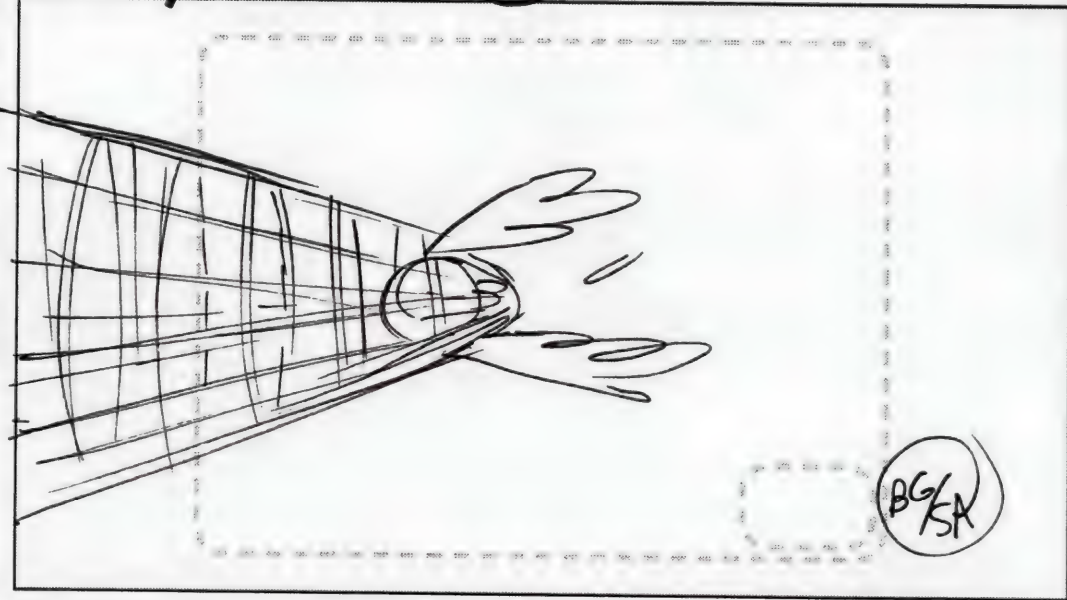
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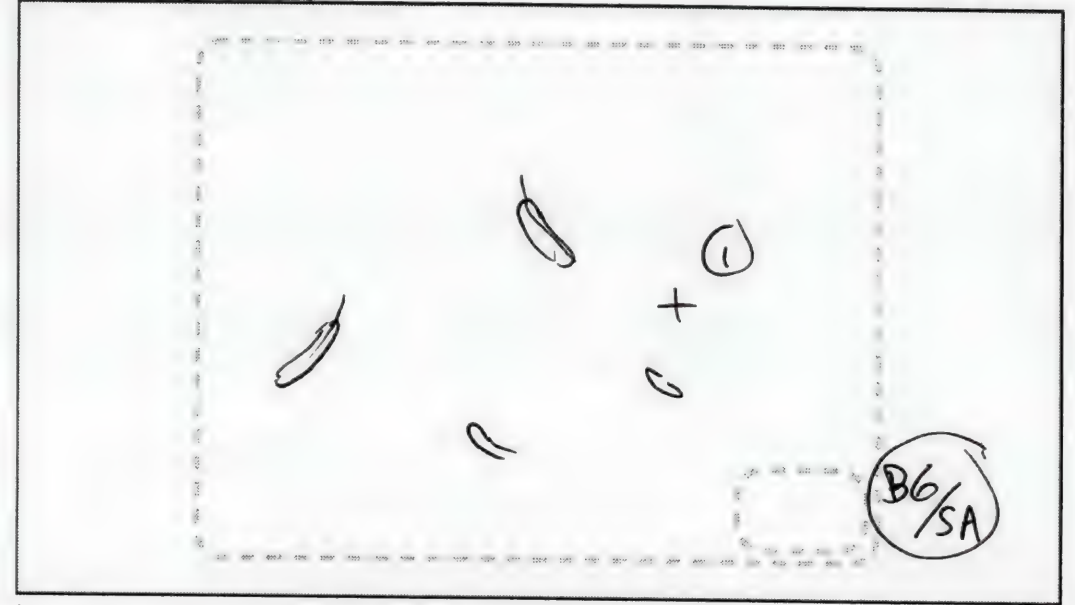
# ADVENTURE TIME



Sc. *11 cont* Pnl. *B* Bg. day night



Sc. *11 cont* Pnl. *C* Bg. day night

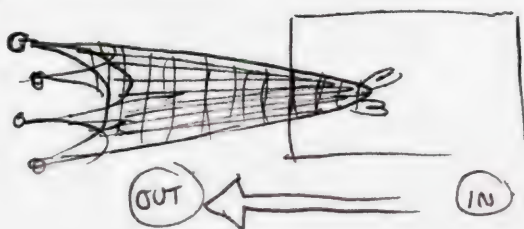


Page *15*

Dialog:

*(JAKE OS) whoops ..*

Action:



*- Bird is shot by net.  
AND YANKED OFF/S.*

Timing:

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# ADVENTURE TIME



Page **16**

Sc.

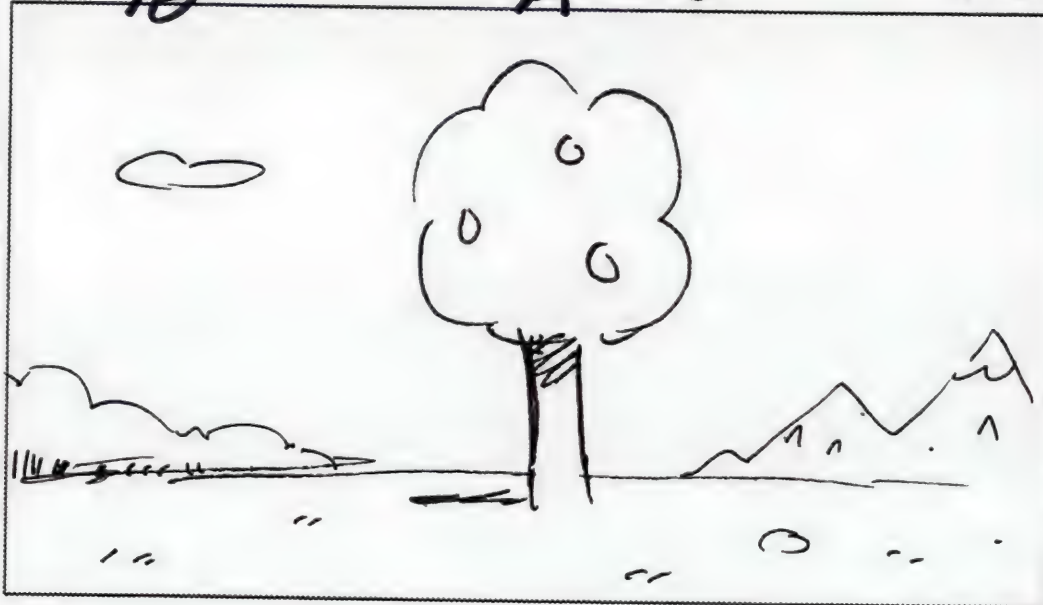
**12**

Pnl.

**A**

Bg.

day night



Sc.

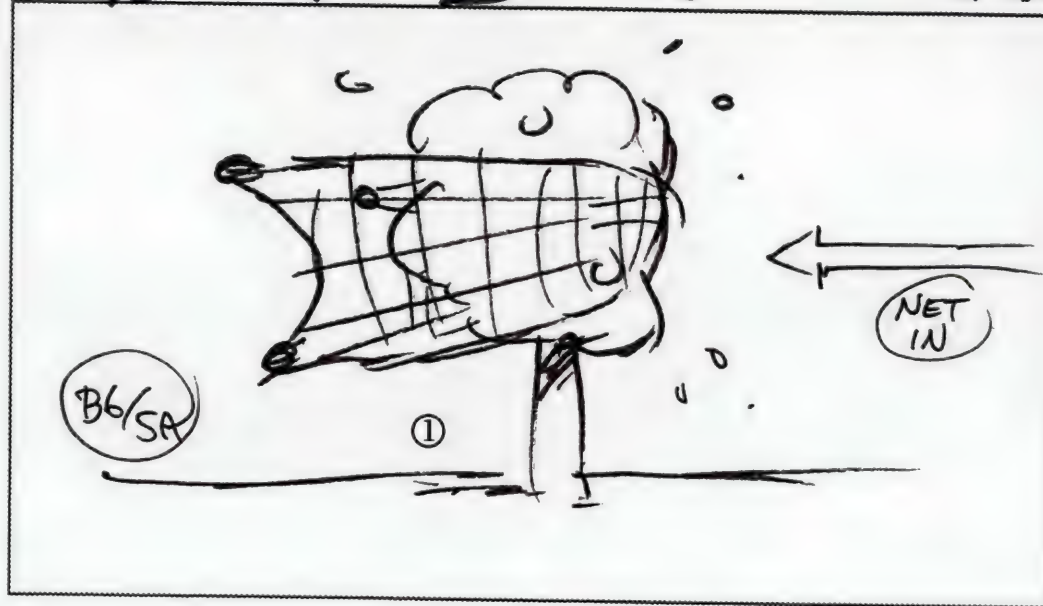
**12 cont**

Pnl.

**B**

Bg.

day night



Dialog:

Action:

Timing:

(SFX): POOM

-Tree gets shot by NET.

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Production :

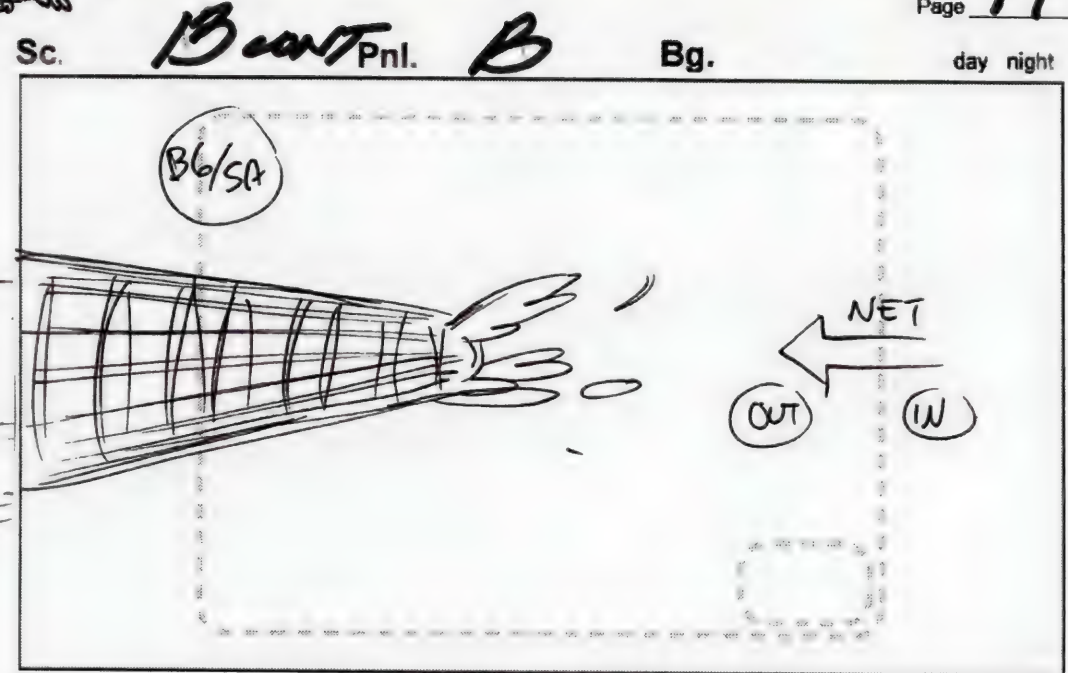
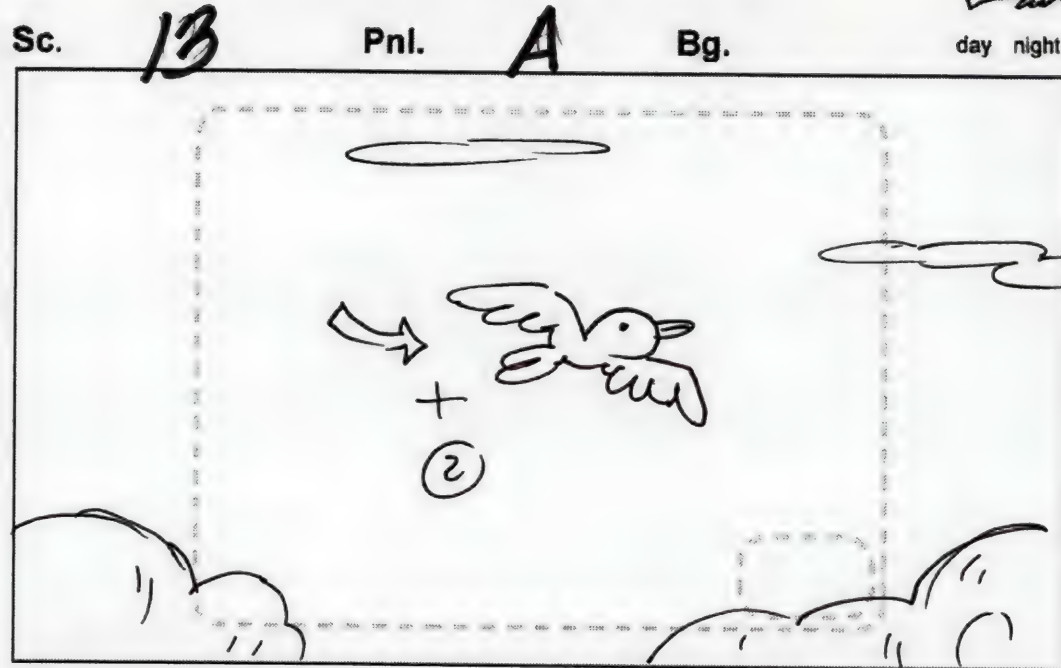
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# ADVENTURE TIME



Page **17**



Dialog:

Action:



① +

BIRD SLOWLY  
GLIDES

- BIRD gets shot by net.

SFX: :: POOM ::

Timing:

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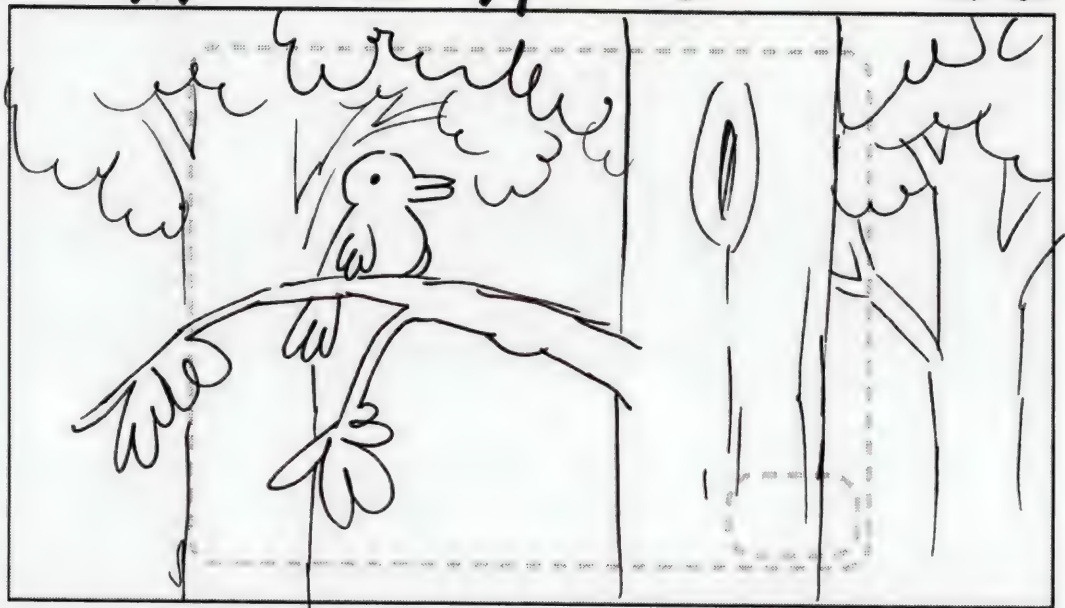
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ADVENTURE TIME



Sc. 13 cont Pnl. C Bg. day night Sc. 14 Pnl. A Bg. day night Page 18



Dialog:

JAKE: OS Sorry...

Action:

- feathers drift down.

Timing:

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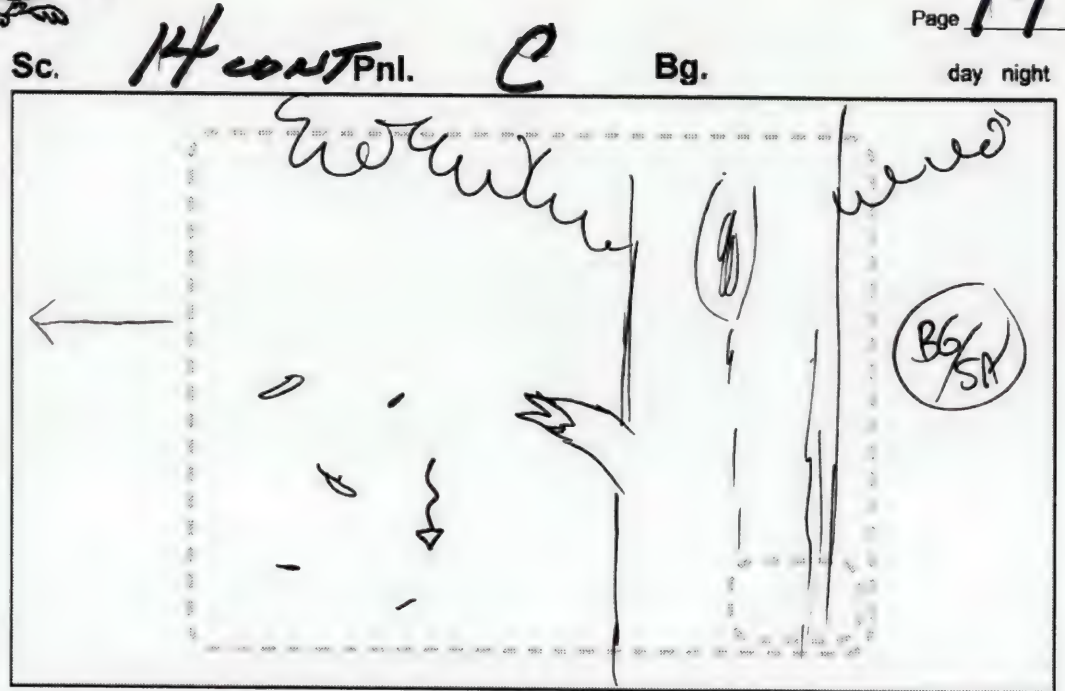
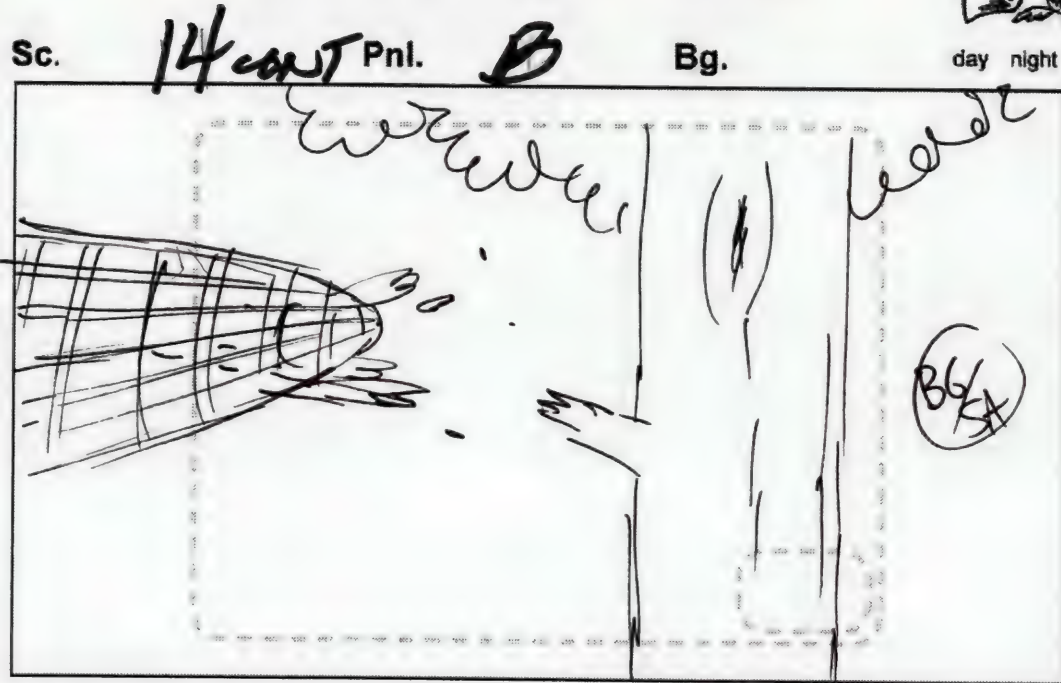
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# ADVENTURE TIME



Page **19**



Dialog:

Action:

- Bird gets shot by net.
- BRANCH SNAPPED BY NET.

- Feathers drift down.

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Timing:

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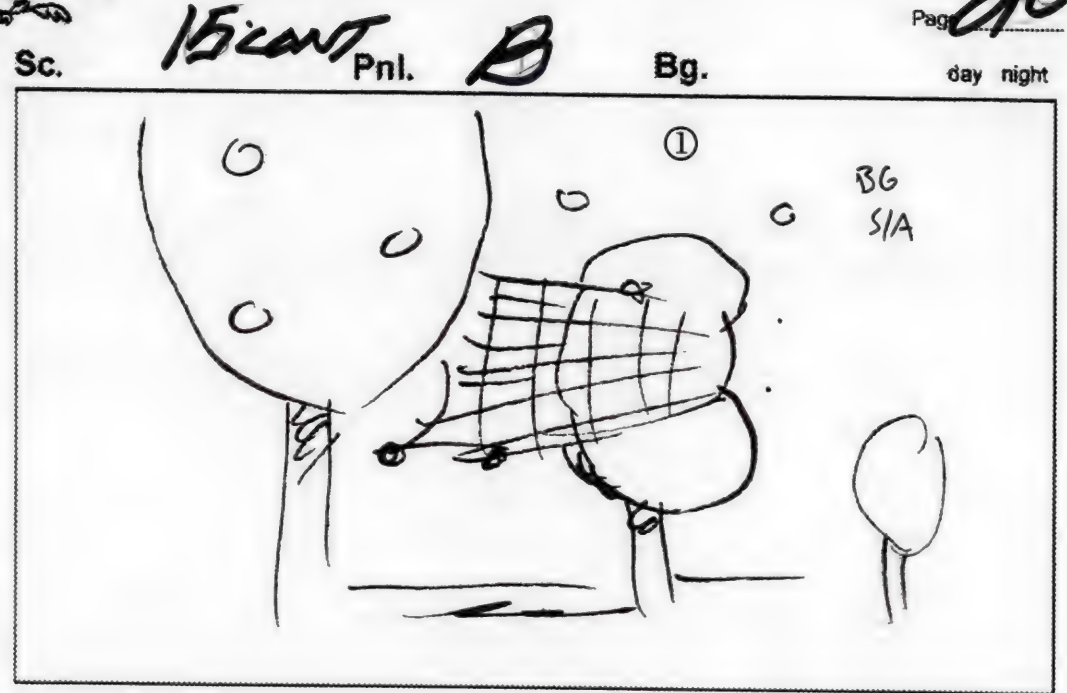
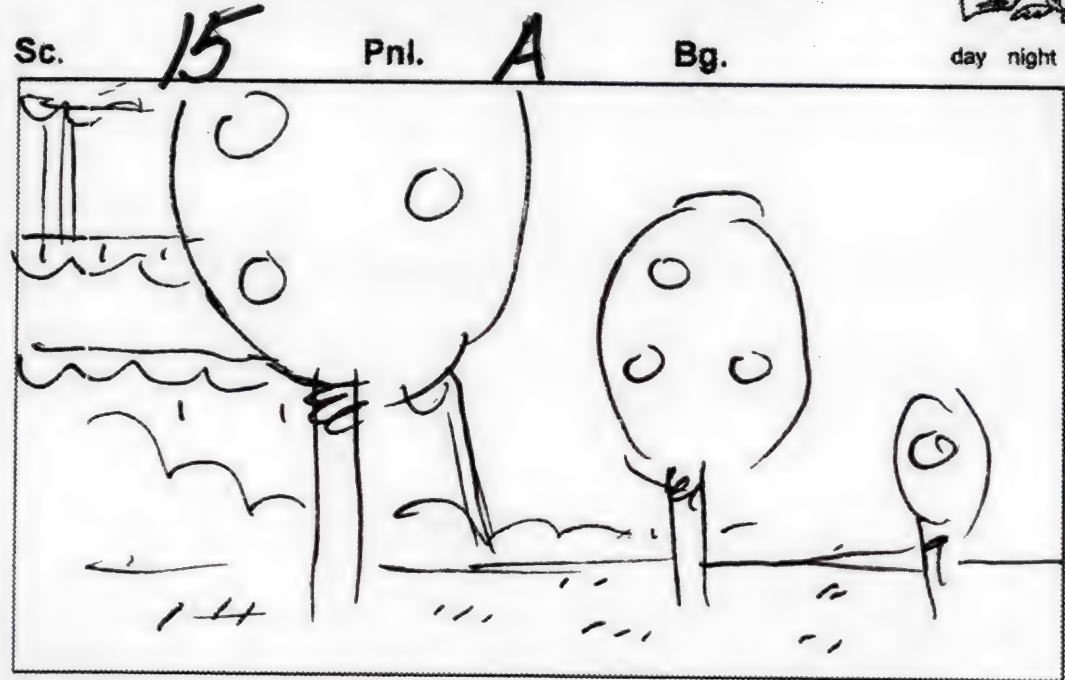
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# ADVENTURE TIME



Page **30**

**Dialog:**

**Action:**

**Timing:**

SFX: **POOM**

- Tree gets shot by net.

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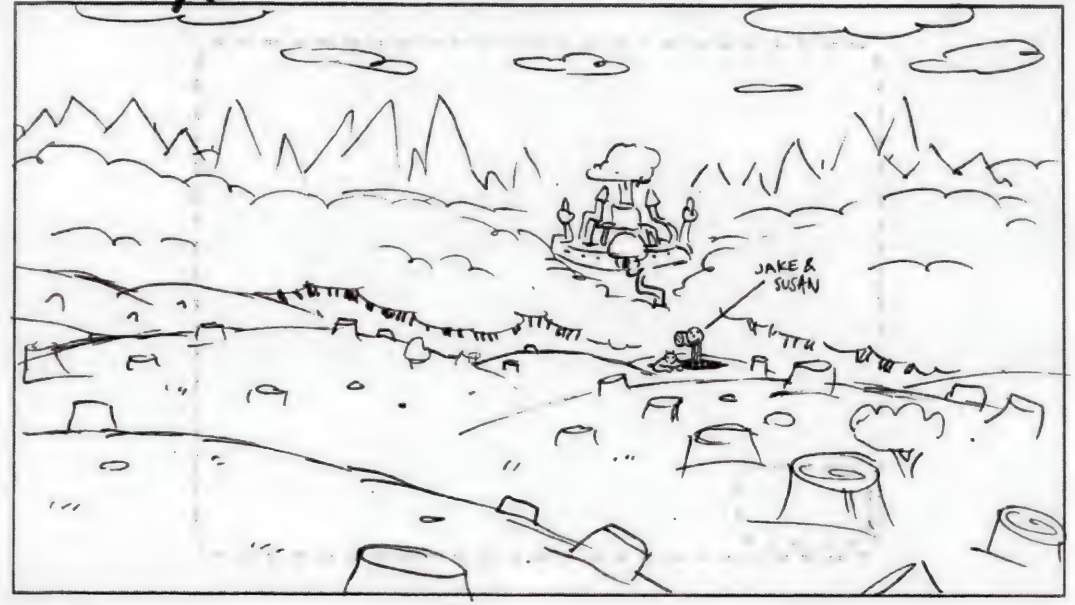


# ADVENTURE TIME



Page 21

Sc. 16 Pnl. A Bg. day night



Sc. 16 cont Pnl. B Bg. day night



Dialog:
Action:
Timing:

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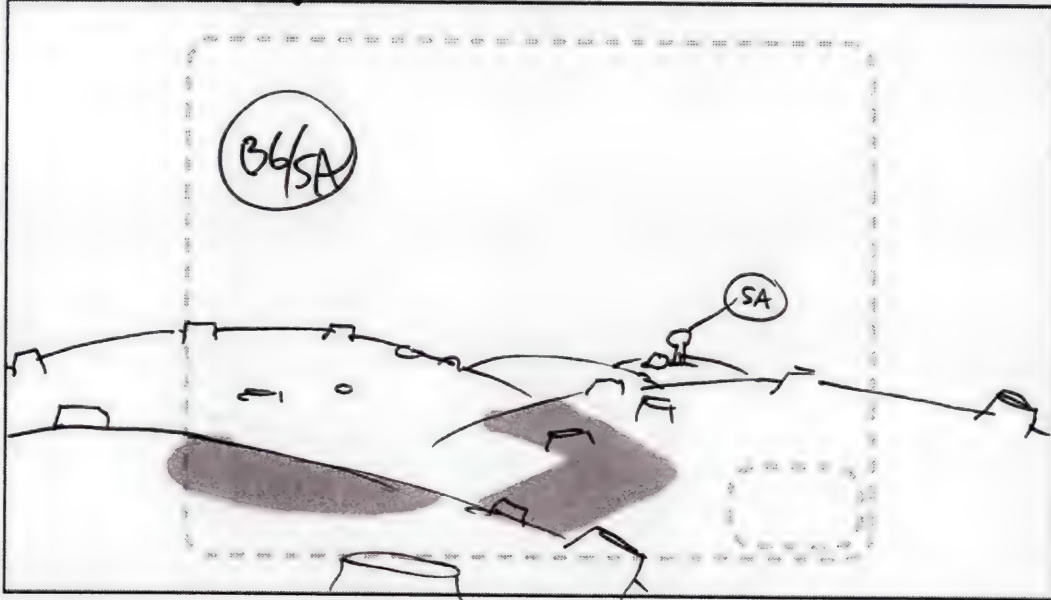


# ADVENTURE TIME

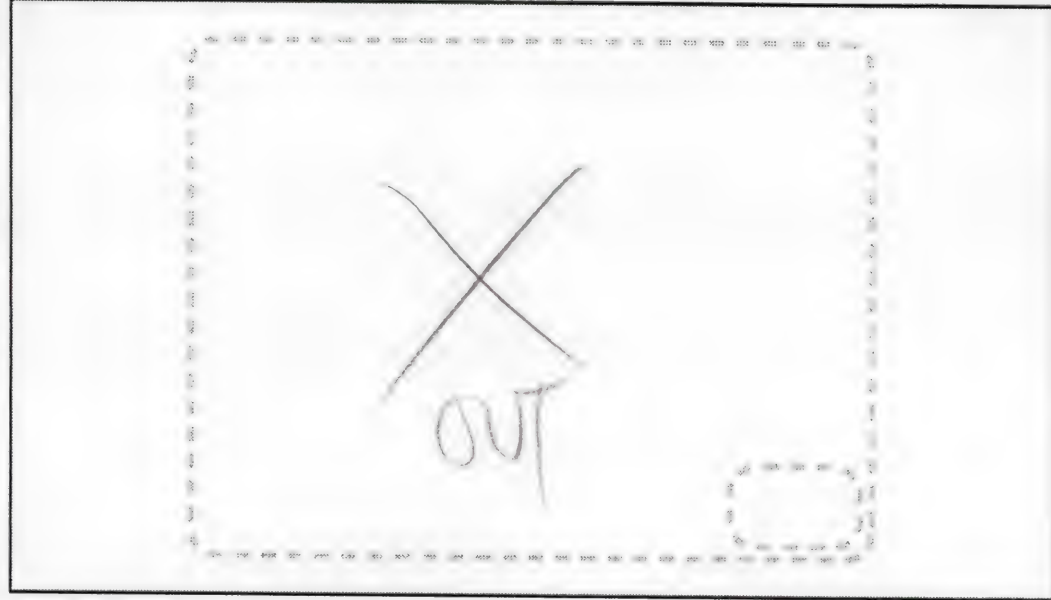


Page **22**

Sc. **16 cont** Pnl. **C** Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action: - EEL shadow appears.

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Timing:

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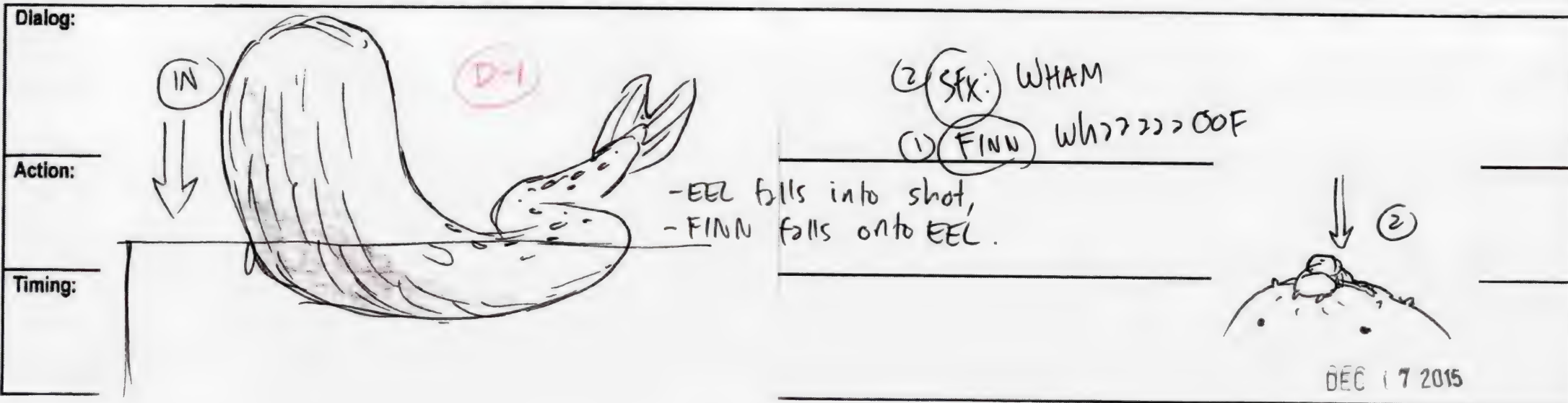
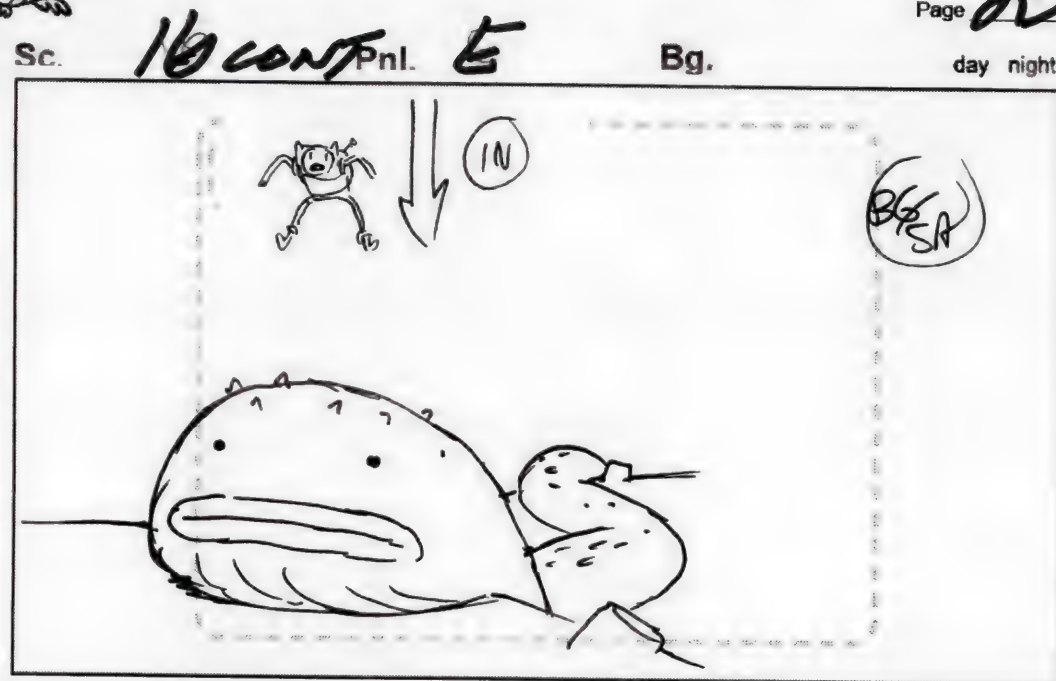
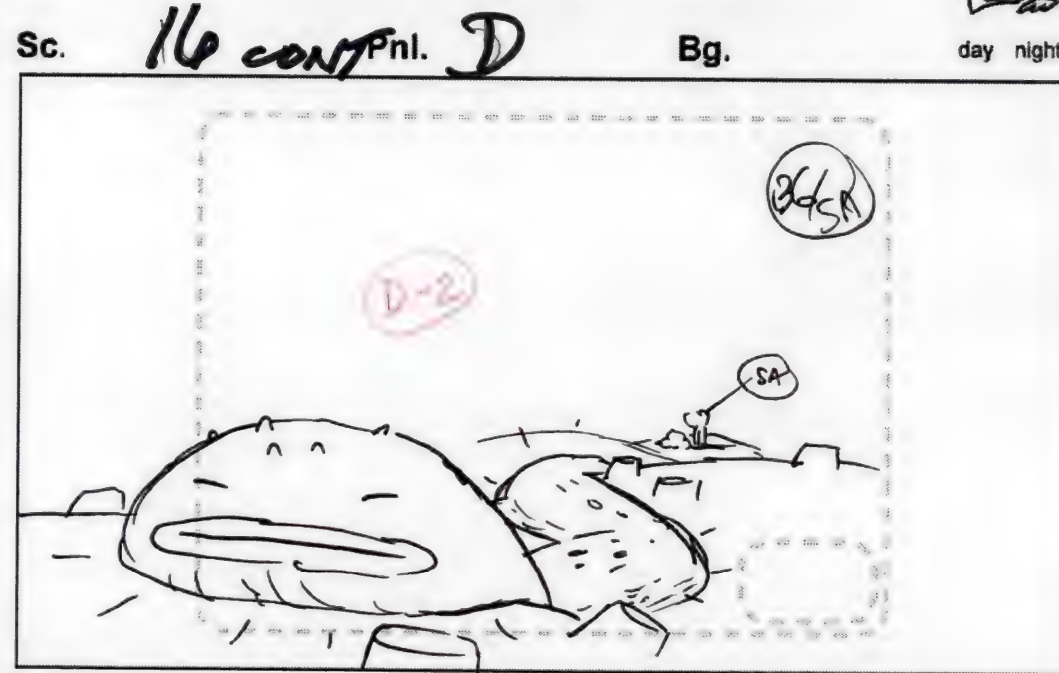
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# ADVENTURE TIME



Page **23**  
day night



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# ADVENTURE TIME



Sc. **16 cont** Pnl. **F**

Bg.

day night

Sc. **16 cont** Pnl. **G**

Bg.

Page **24**  
day night



Dialog:

Action: -EEL zooms off screen, Finn clings on.

Timing:

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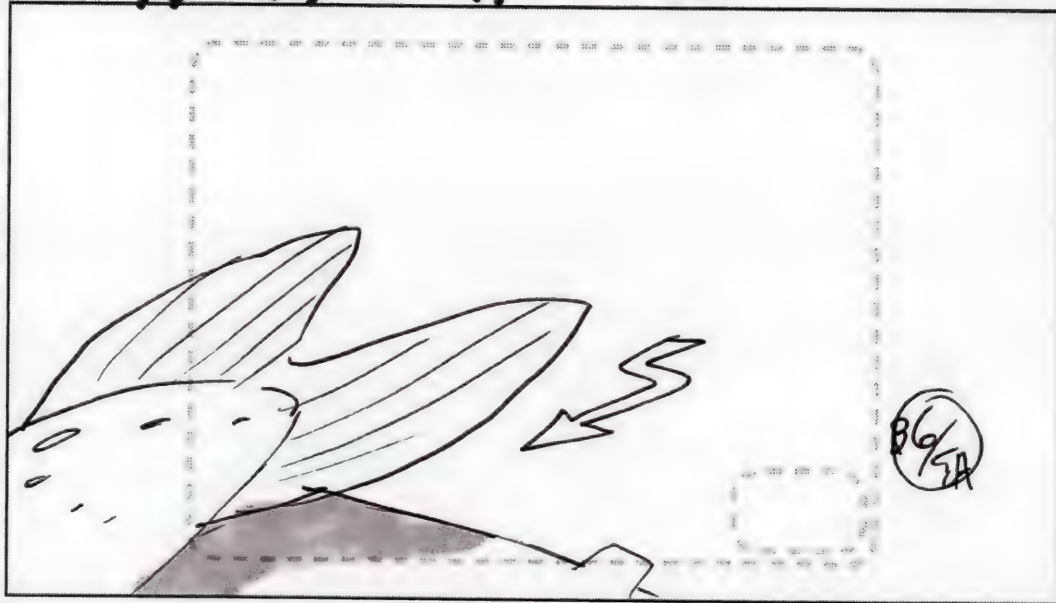
# ADVENTURE TIME



Sc. **16 cont** Pnl. **H**

Bg.

day night



Sc. **16 cont** Pnl. **I**

Bg.

Page **25**  
day night



Dialog:

Action:

Timing:

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# ADVENTURE TIME



Sc. **17** Pnl. **A** Bg. day night



Sc. **17 CONT** Pnl. **B** Bg. day night



Dialog:

(J-) \* lick noise \*

Action:



- Jake licks his finger to test the wind direction.

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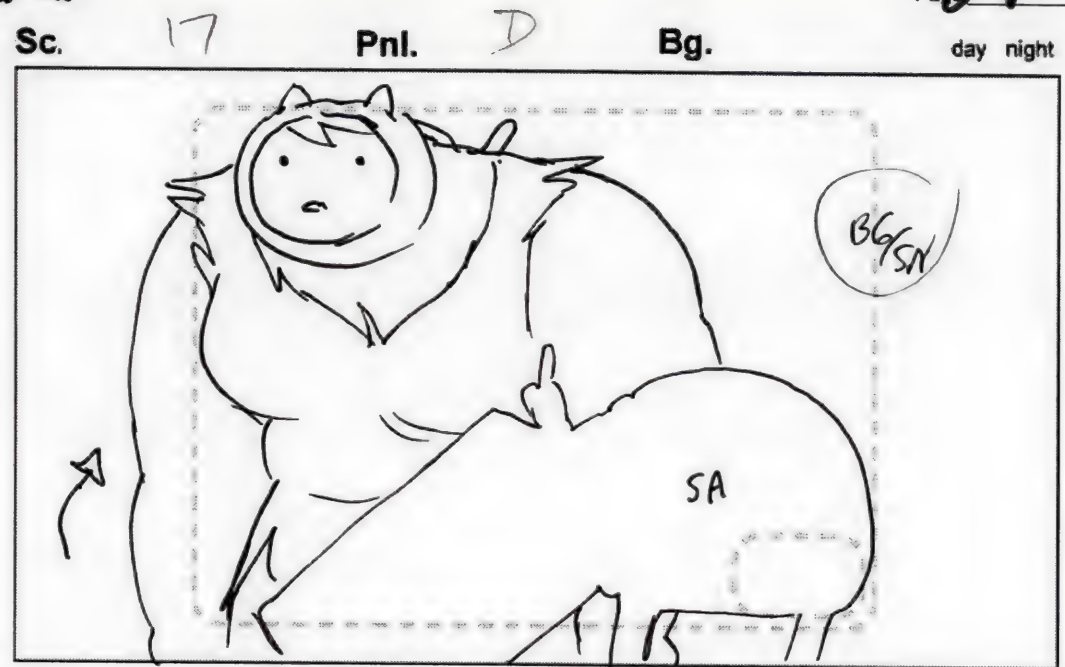
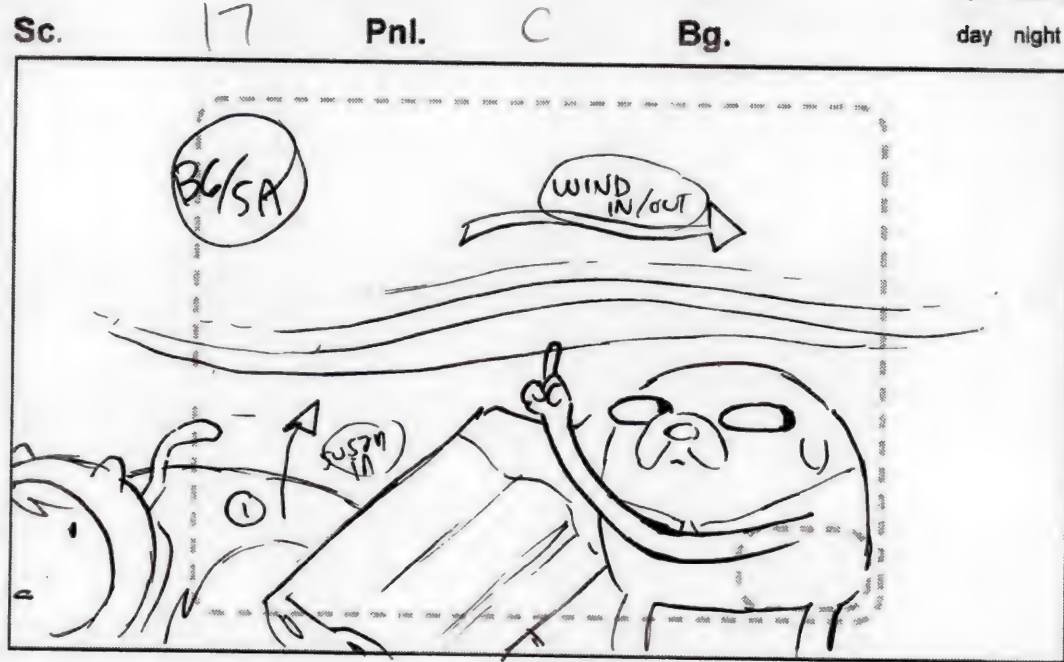
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# ADVENTURE TIME



Page **27**  
day night



Dialog:

(SFX): breeze noise

Action:

- Wind blows over Jake's finger
- Susan stands up into shot.

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Timing:

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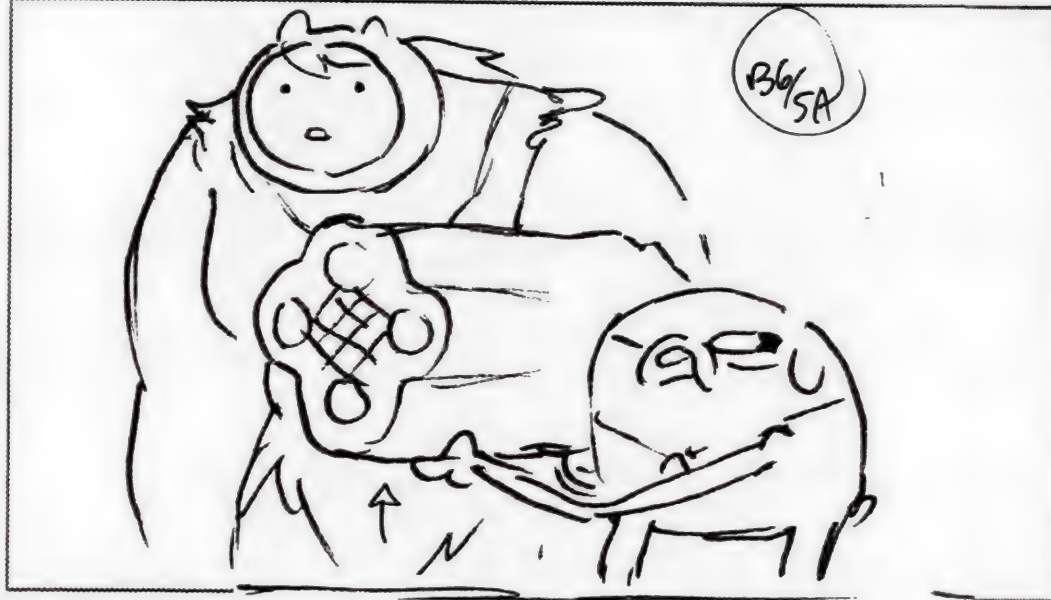


# ADVENTURE TIME

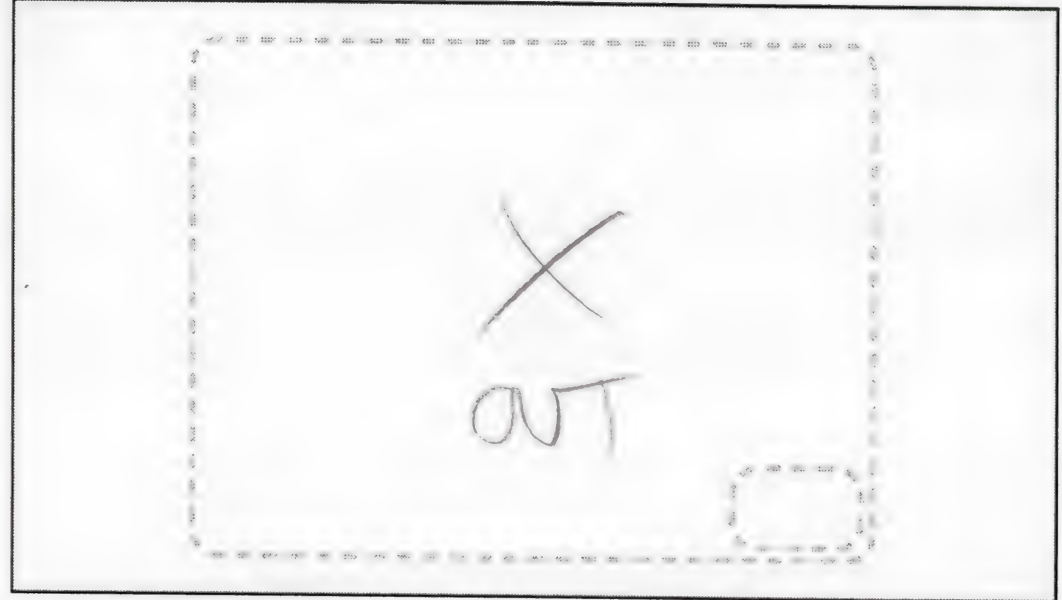


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Sc. **17 cont** Pnl. **E** Bg. day night



Sc. Pnl. Bg. day night



Dialog:

CA-CLACK  
(SFX) (GUN MOVE NOISE)

Action:

- JAKE takes Jim.

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Timing:

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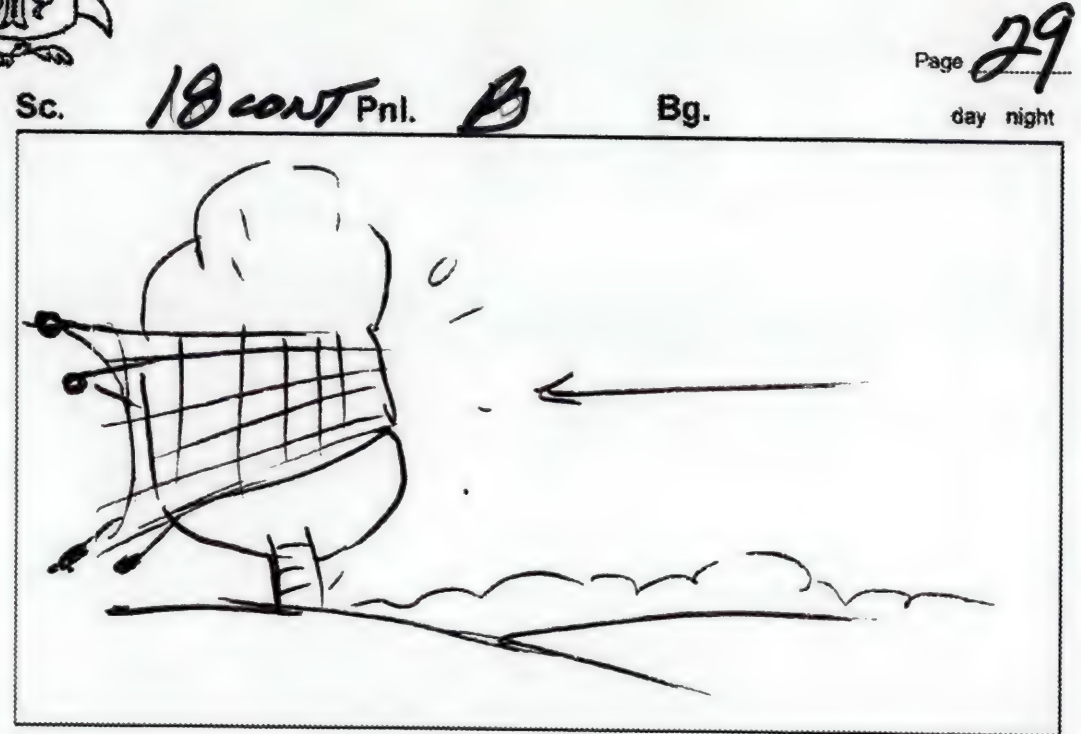
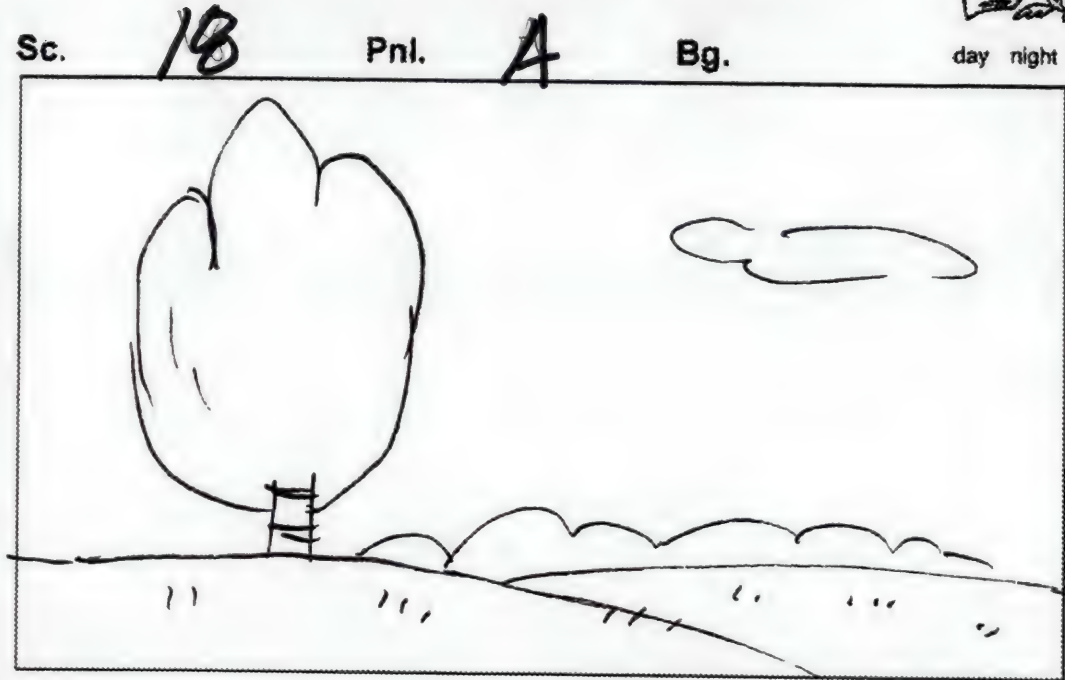
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# ADVENTURE TIME



Dialog:	<p>POOM</p> <p>- Tree is shot by net.</p> <p>DEC 17 2015</p>
Action:	
Timing:	

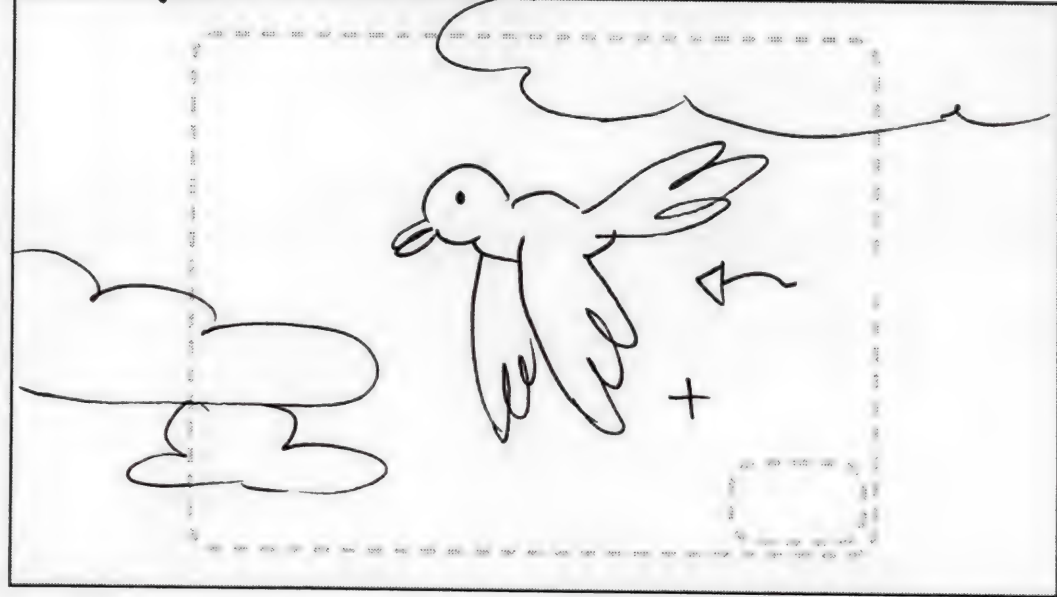


# ADVENTURE TIME

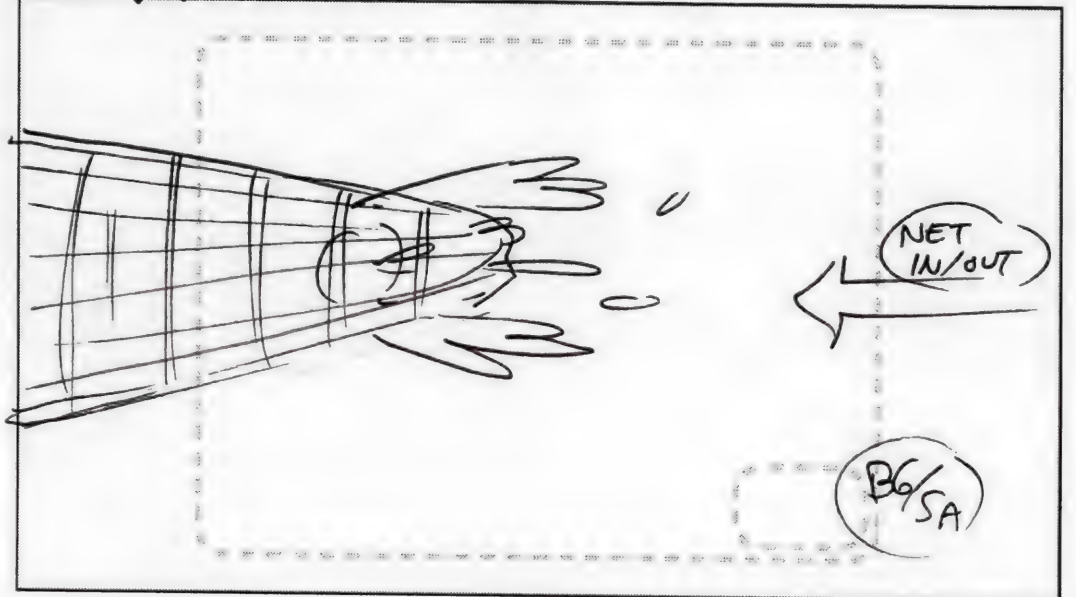


Page **30**

Sc. **19** Pnl. **A** Bg. day night



Sc. **19 cont** Pnl. **B** Bg. day night



Dialog:

Action:

Timing:



(SFX) : POOM

- Bird is shot by net.

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# ADVENTURE TIME



Sc. 19 cont Pnl. C

Bg.

day night



Sc. 19 cont Pnl. D

Bg.

day night



Dialog:

JAKE (OS:) Whoops...

SUSAN (OS:) JAKE!

Action:

-feathers drift down.

Timing:

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# ADVENTURE TIME



Page **32**

Sc. **20** Pnl. **A** Bg. day night



Sc. **20 cont** Pnl. **B** Bg. day night



Dialog:

**SUSAN** FINN in danger! Why you not fight?

Action:



- Finn slaps at EEL with sword.  
- EEL is electrified.

Timing:



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Production :

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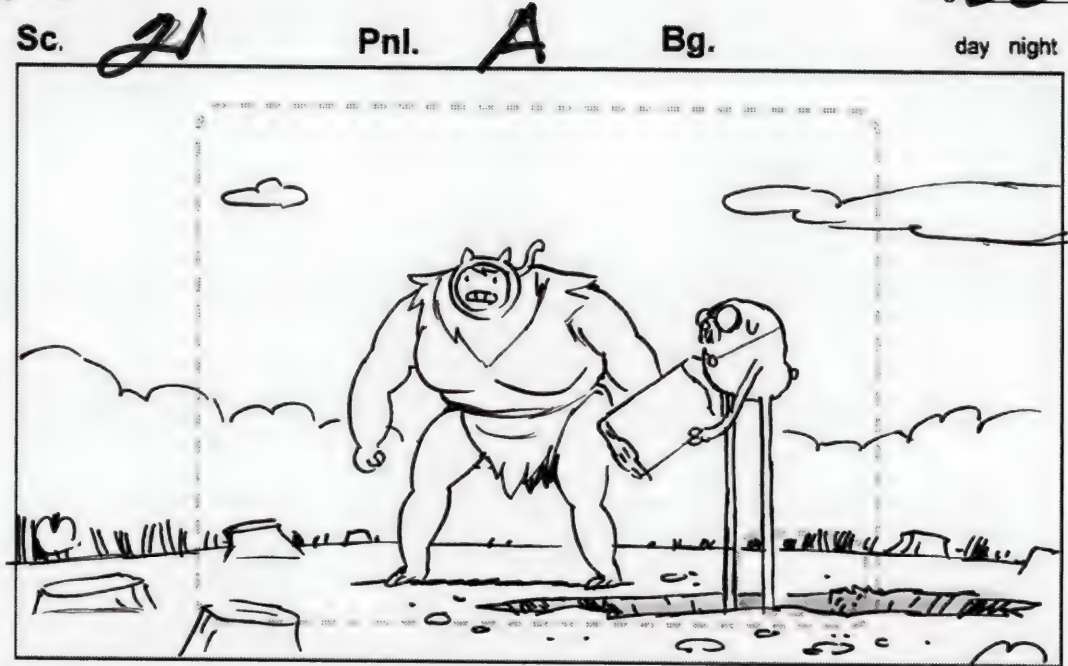
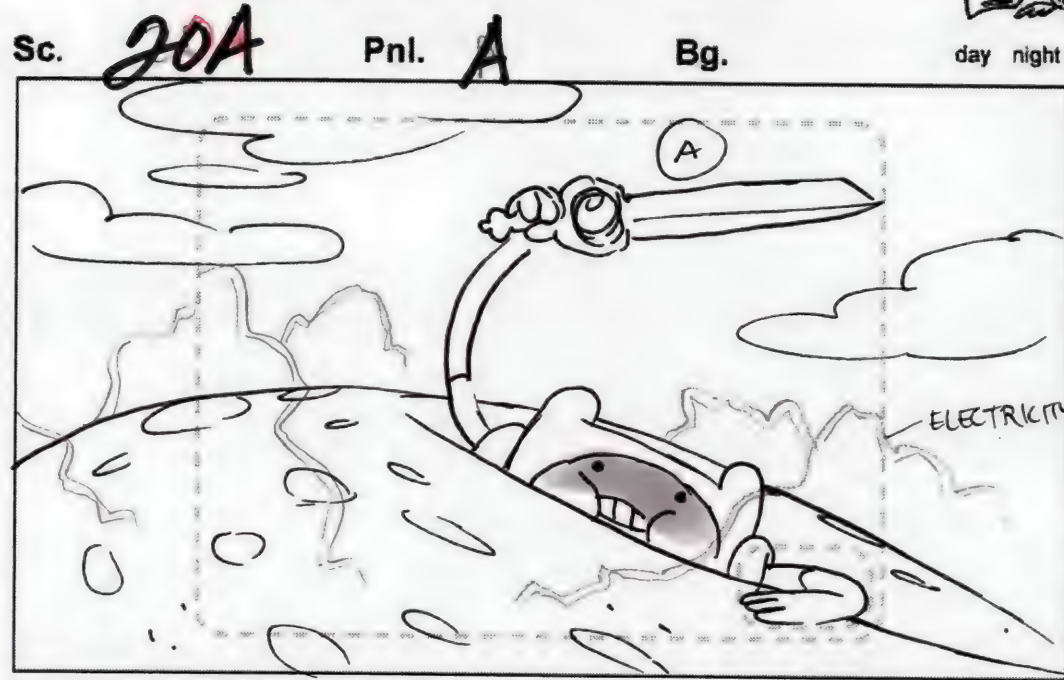
1034/244



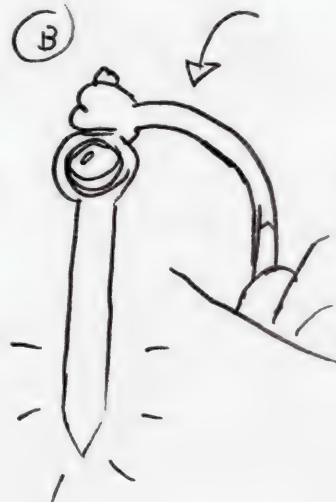
# ADVENTURE TIME



Page **33**



**Dialog:**  
**SUSAN** (OS) Use Dog change magic?  
**Action:**  
 - Finn slips at EEL w/ sword  
 - EEL is electrified.  
**Timing:**



overlap  
**SUSAN** [escalating from silent] rrrrRRRR→  
**JAKE** Well, I would but -

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Production :

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EPISODE #

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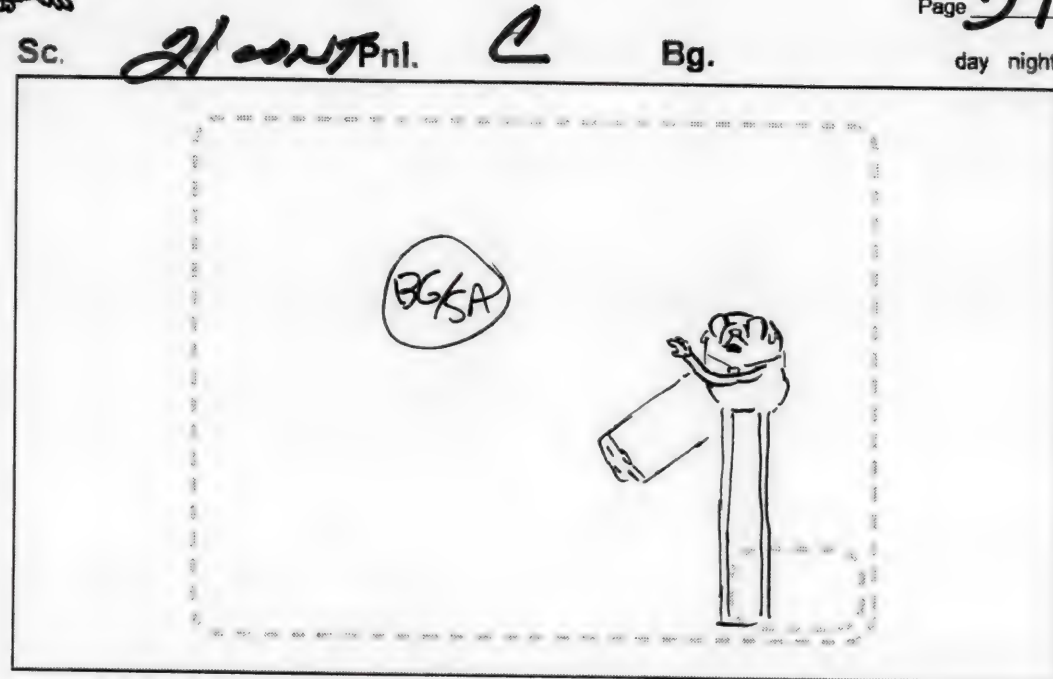
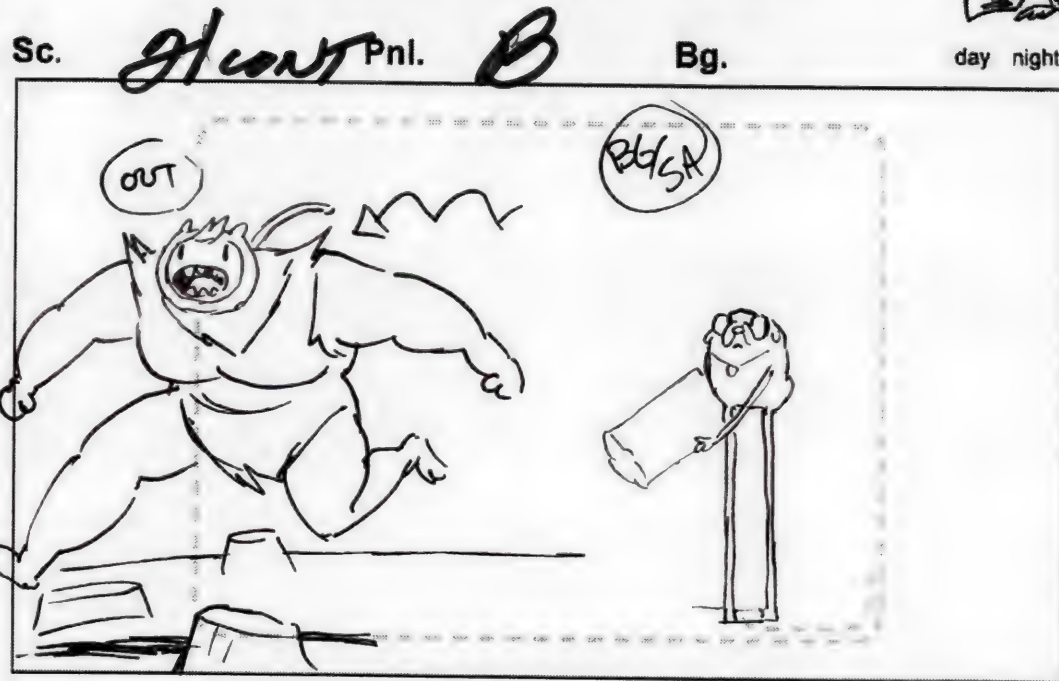
1034/244



# ADVENTURE TIME



Page **34**  
day night



Dialog: **SUSAN** → RR RRAHH

Action: -Susan runs toward Finn. **(2)**

Timing:

**(5):** SUSAN WAIT -  
I WASN'T FINISHED SPEAKING.

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Production :

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1034/244

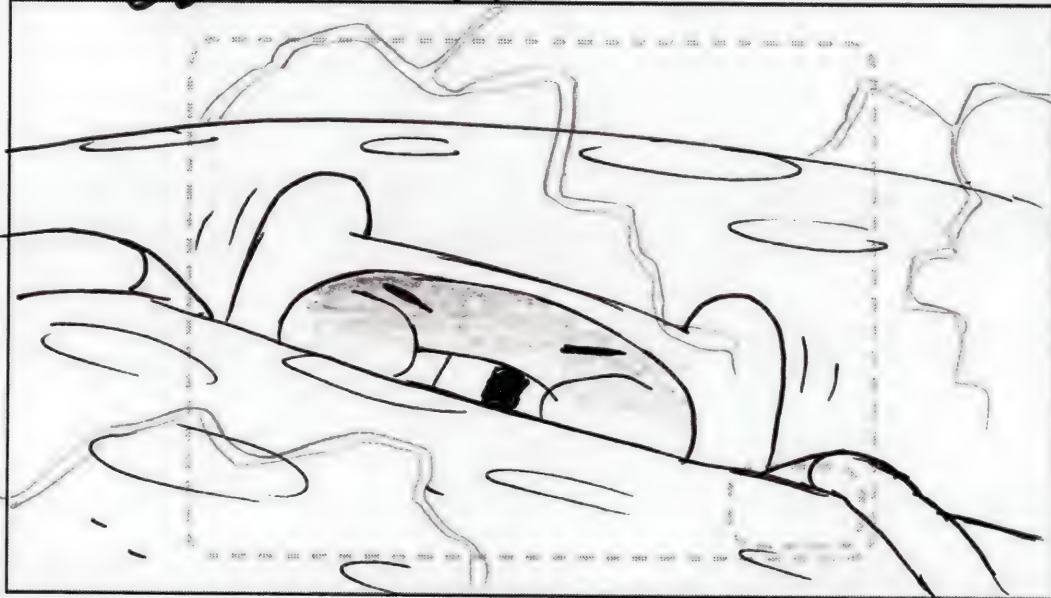


# ADVENTURE TIME



Page **35**

Sc. **22** Pnl. **A** Bg. day night



Sc. **22 cont** Pnl. **B** Bg. day night



Dialog:	(FINN) R R R R
	(SUSAN) OS [escalating] [running noises] huff puff huff puff HUFF PUFF HUFF →
Action:	-F. LOOKS UP TOWARDS SUSAN,
Timing:	DEC 17 2015

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Production :

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# ADVENTURE TIME

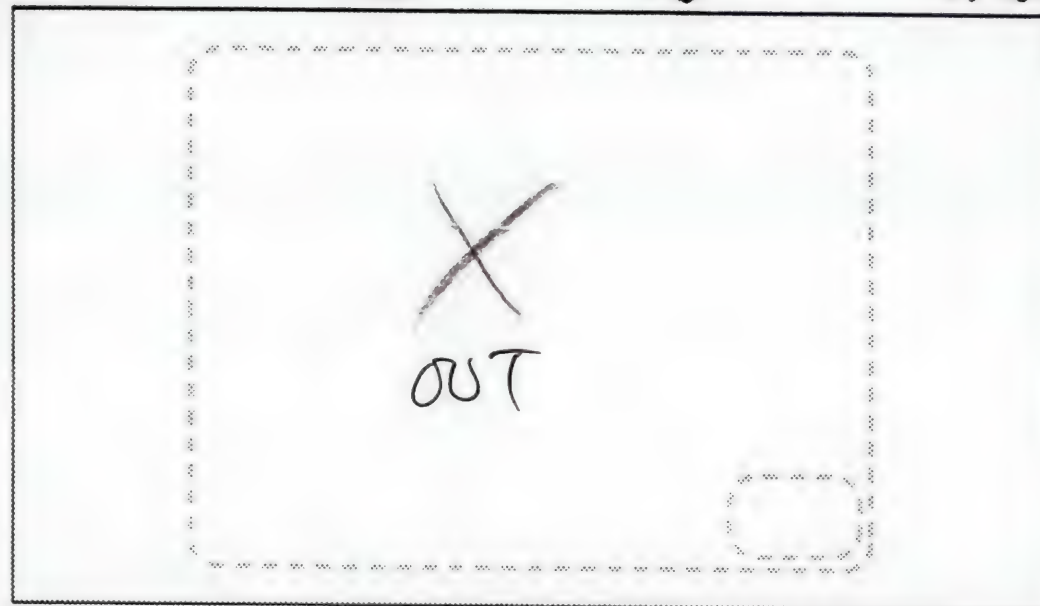


Page 36

Sc. 2200 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(F:) wait susan, →

Action:

Timing:

DEC 17 2015

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Production :

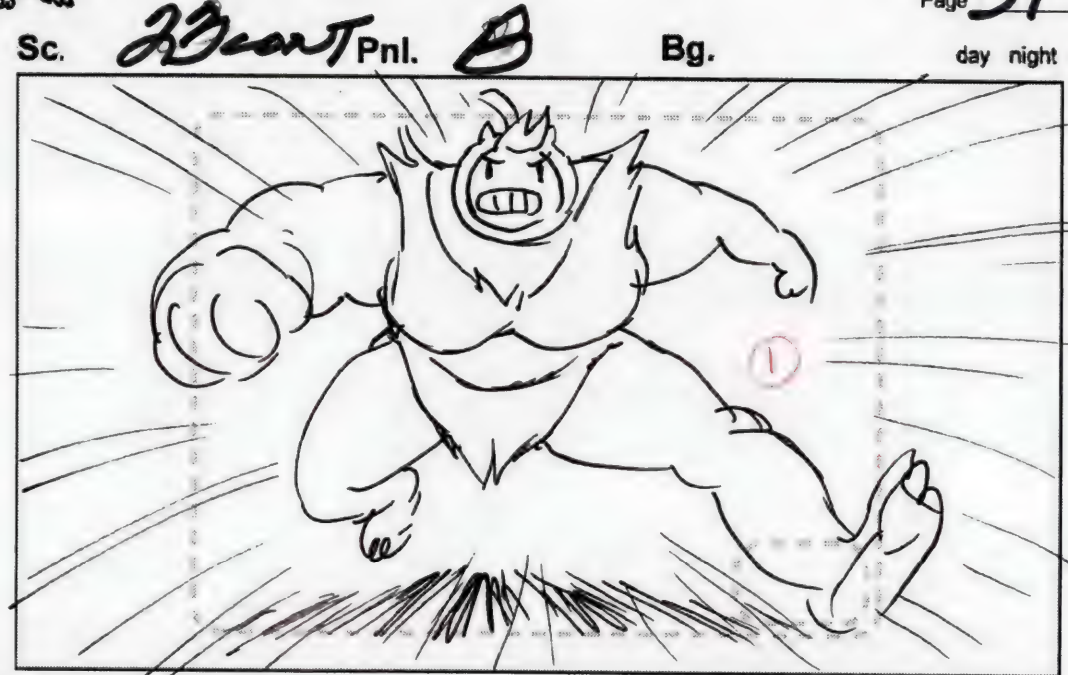
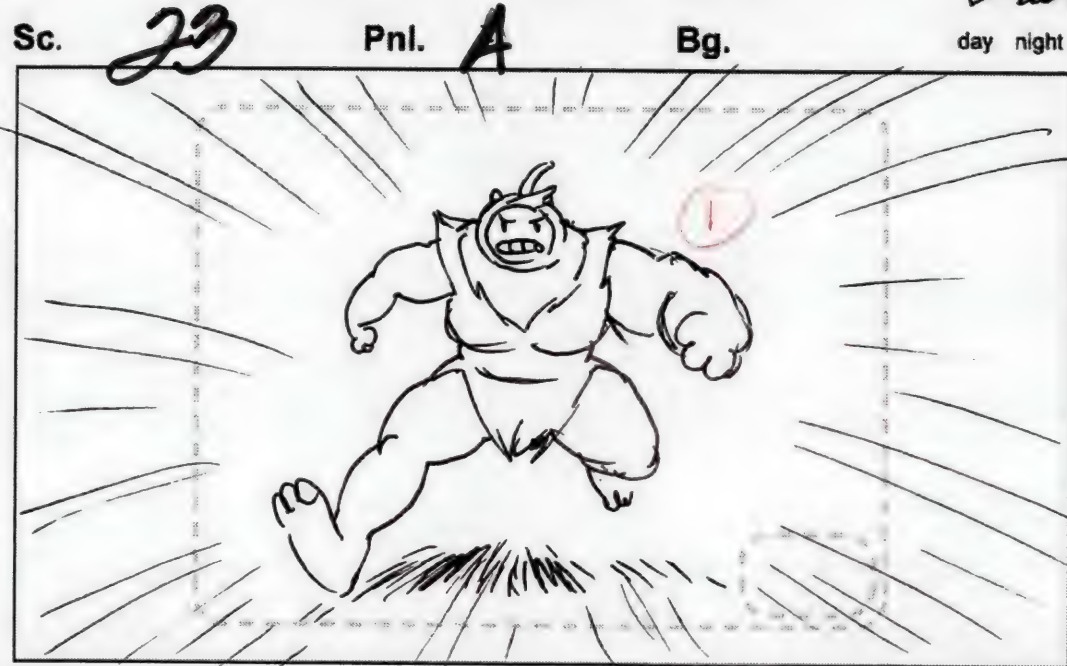
1034/244



# ADVENTURE TIME



Page **37**



Dialog:	<p>(SUSAN) *HUFFING &amp; PUFFING*</p> <p>(FINN) OS → DON'T! YOU'RE NOT IMMUNE TO →</p> <p>- SUSAN GAINS ON CAM.</p>
Action:	
Timing:	



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# ADVENTURE TIME

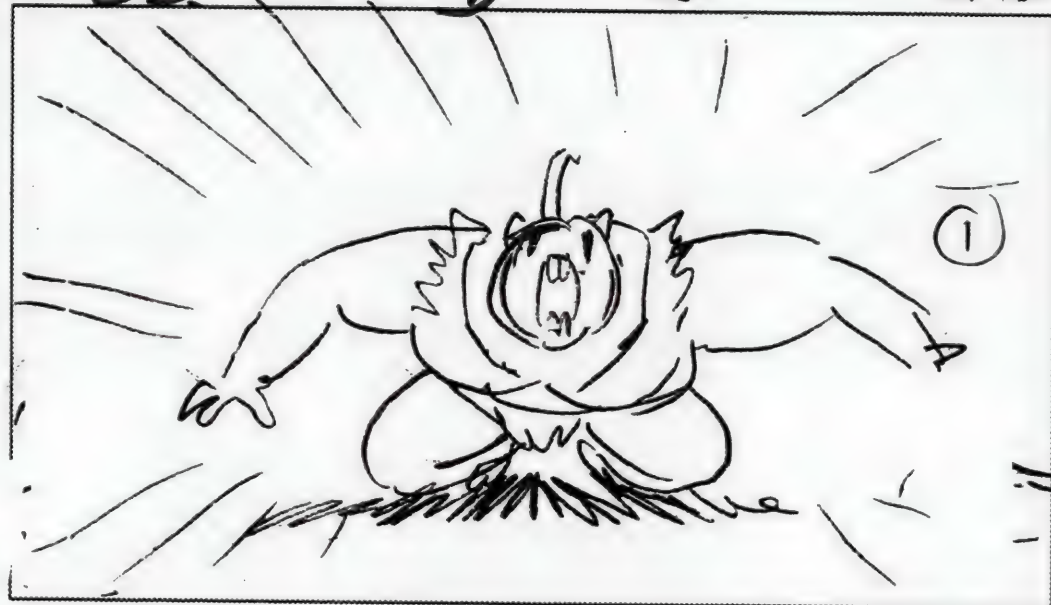


Page **38**

Sc. **23 cont** Pnl. **C** Bg. day night



Sc. **23 cont** Pnl. **D** Bg. day night



Dialog:

(F:) → ELECTRICITY

Action:

(SUSAN) BWU-AHH!!!



- SUSAN ANTICS DOWN.

Timing:

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Production :

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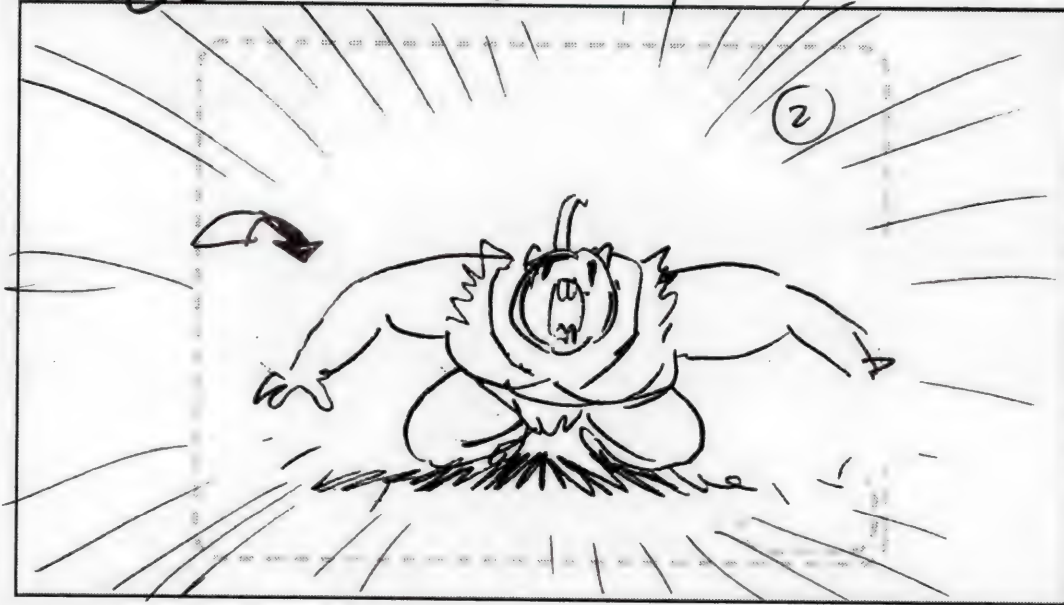


# ADVENTURE TIME

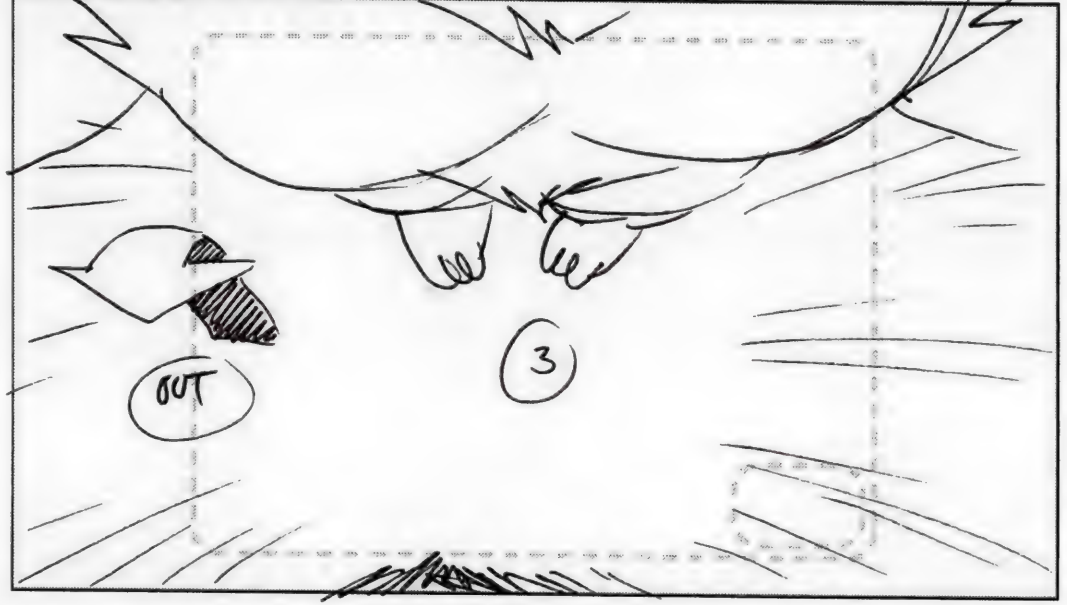


Page **39**  
day night

Sc. **23 cont** Pnl. **E** Bg. day night



Sc. **23 cont** Pnl. **F** Bg. day night



Dialog:
Action: - SUSAN LEAPS OFF/S.
Timing: DEC 17 2015

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Production :

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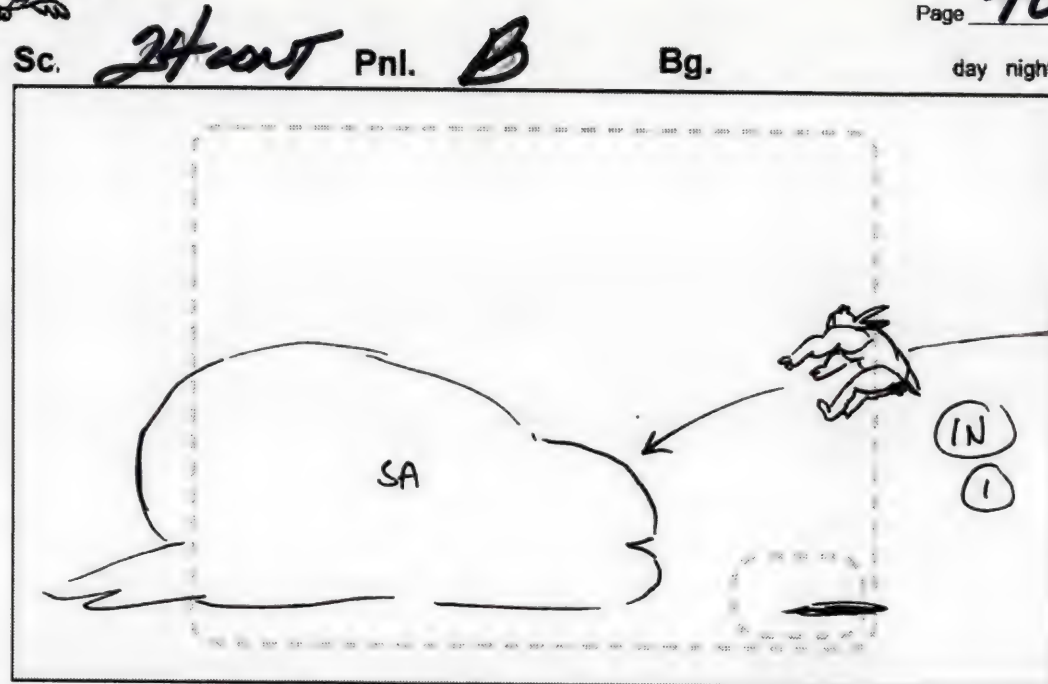
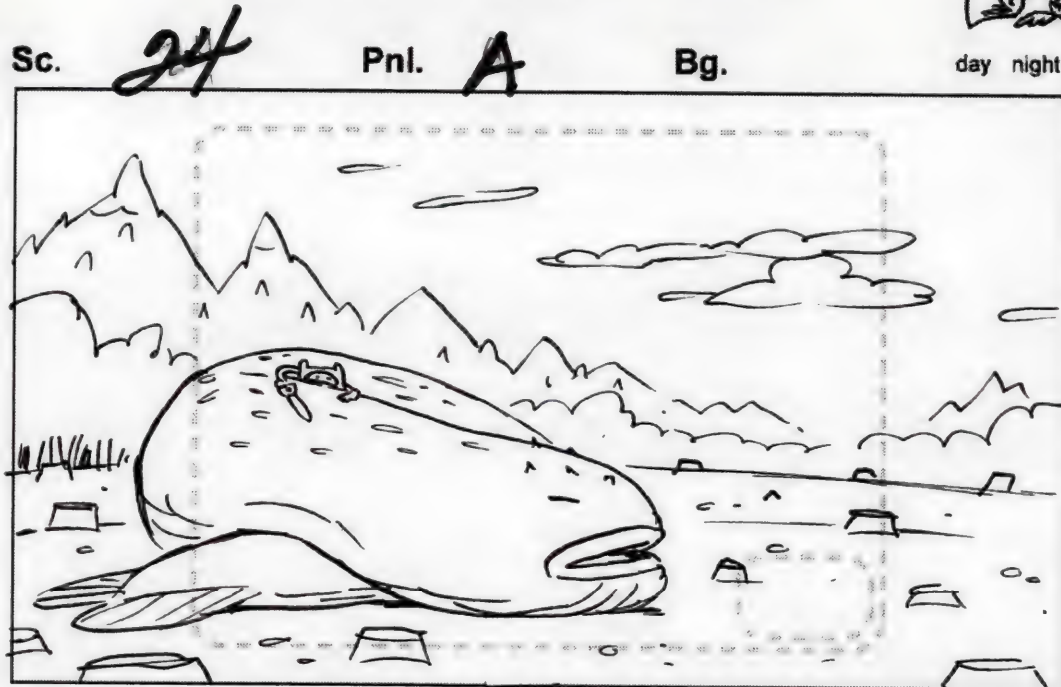
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# ADVENTURE TIME



Page **40**  
day night



Dialog:

SUSAN → A A A A A H I H -  
(CONT)

Action:

Timing:



Susan lands on EEL's head.

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Production :

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## ADVENTURE TIME



**Sc.**

24 cont Pnl. C

**Bg.**

day night

**Sc.**

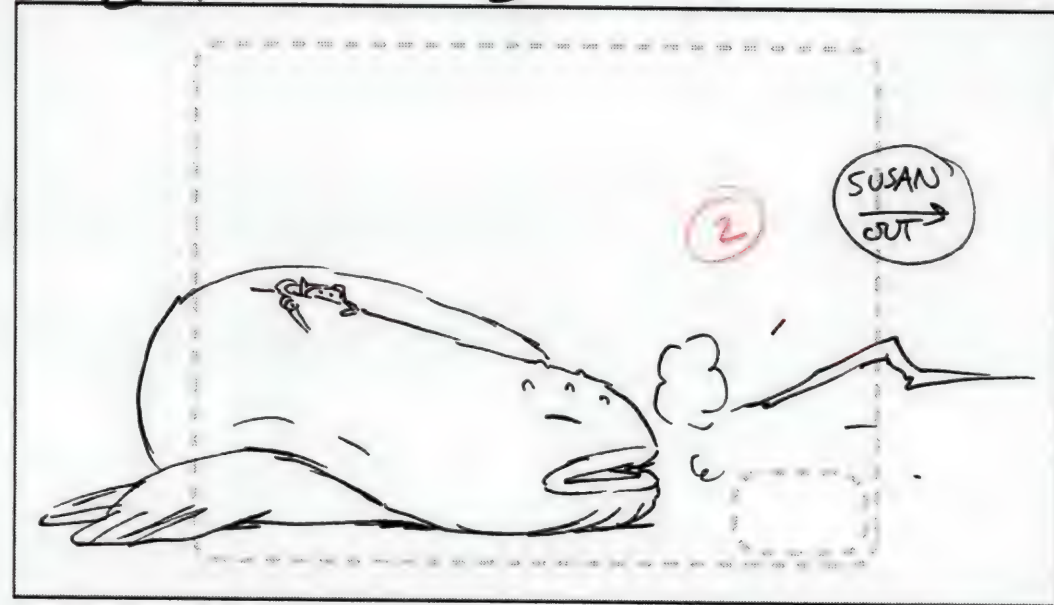
24 cont Pnl. D

**Bg.**

Page 11

41

day night



**Dialog:**

SFX: ZZ-ZZZZT

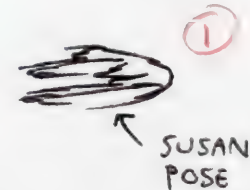
SA: BOOM:

**Action:**

- SUSM is electrified.

- SUSAN is shot off EEL'S head by ELECTRIC ENERGY.
- PUFF of SMOKE TRAIL.

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**Timing:**

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**Production :**

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# ADVENTURE TIME

Sc.

24 cont Pnl.

E

Bg.

day night

Sc.

24 cont Pnl.

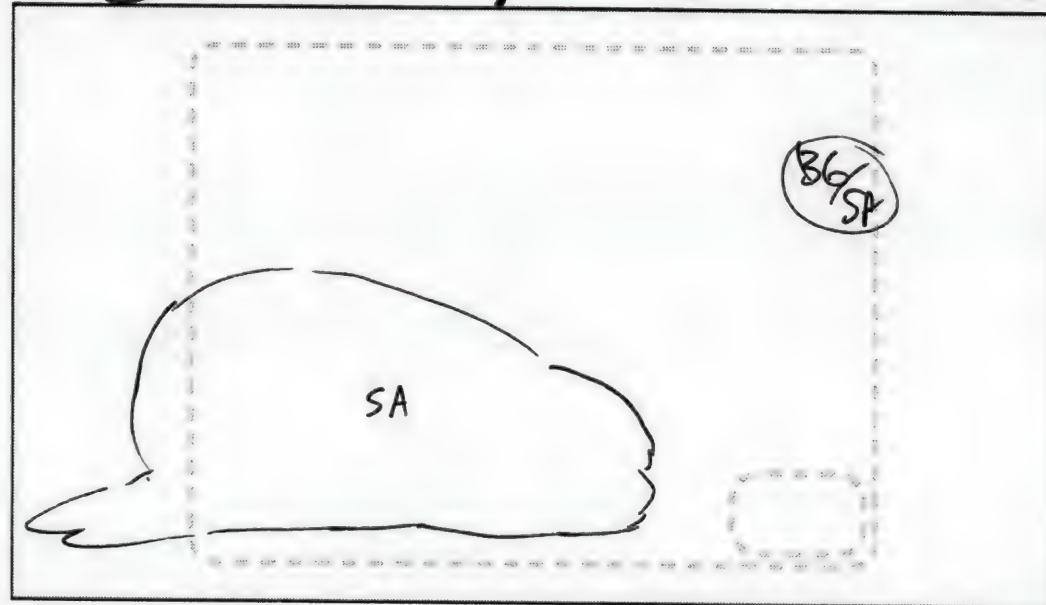
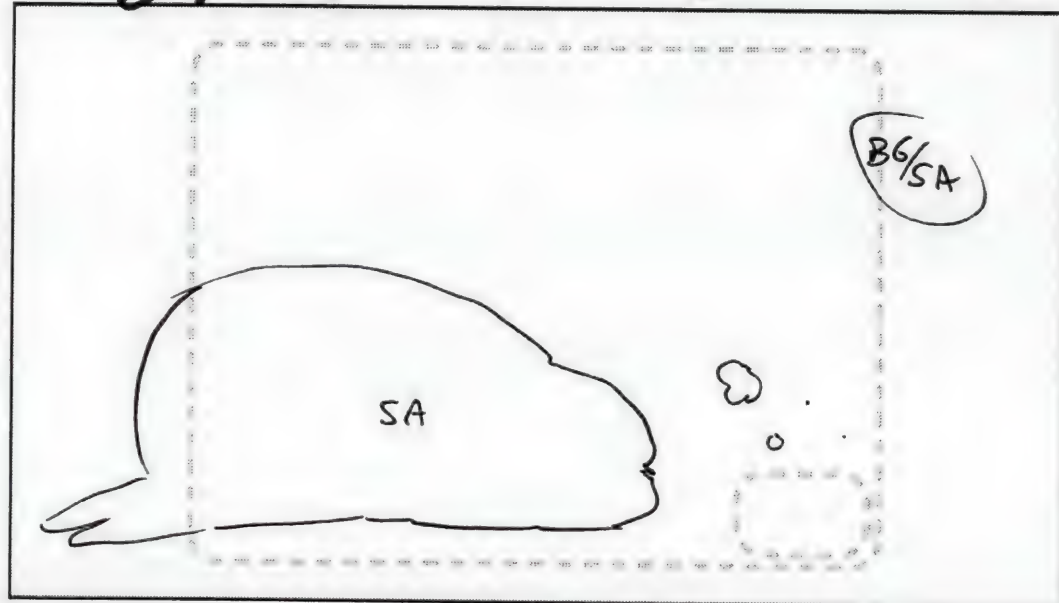
F

Bg.

Page

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day night



Dialog:

- BEAT

Action:

- SMOKE CLEARS.

Timing:

DEC 17 2015

Production :

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# ADVENTURE TIME

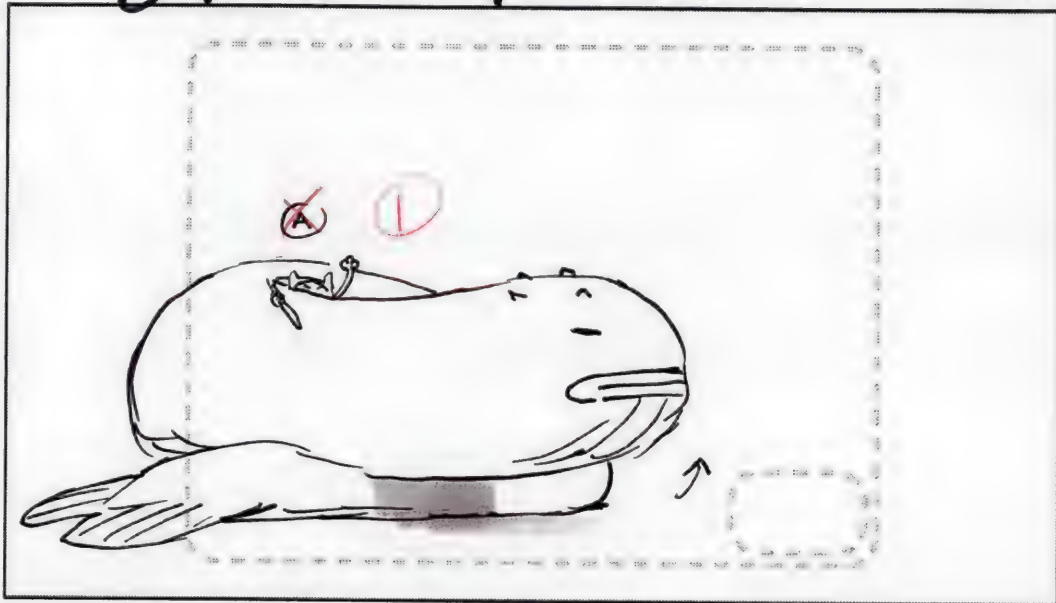


Sc.

24cont Pnl. G

Bg.

day night



Sc.

24cont Pnl. H

Bg.

Page

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day night



Dialog:

SFX: \* BAP - BAP \*

Action:



- Finn punches at EEL

- JAKE smashes EEL with tree-trunk.

Timing:

DEC 17 2015

Production :

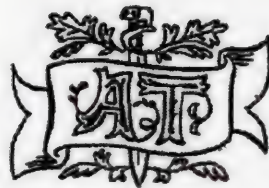
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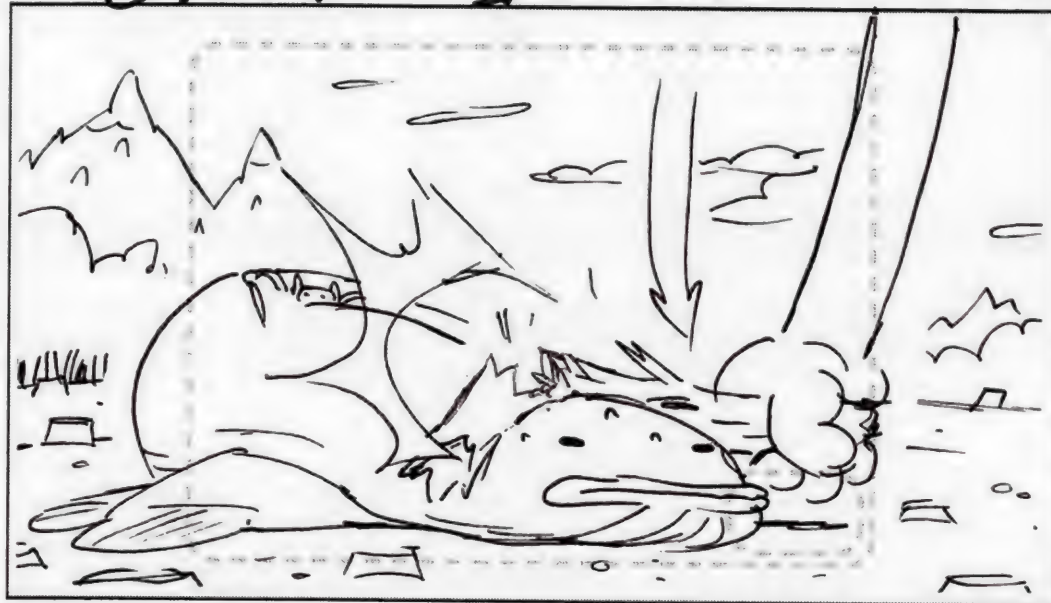
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# ADVENTURE TIME



Page 44

Sc. *24 cont* Pnl. *I* Bg. day night



Sc. *24 cont* Pnl. *J* Bg. day night



Dialog:

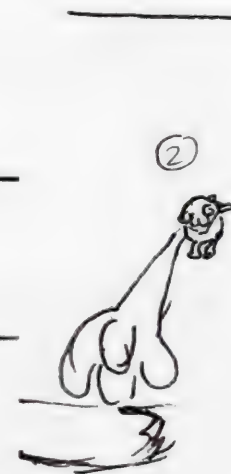
(SFX) : CRACK :

Action:

- Tree-trunk breaks over EEL's head.

- JAKE stretches down into shot.

Timing:



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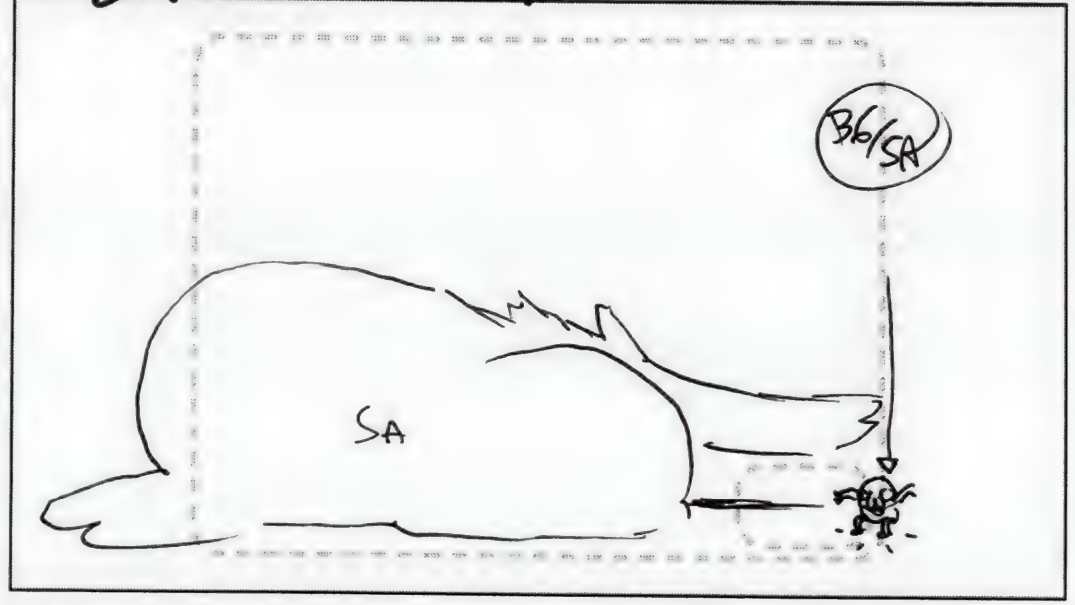


# ADVENTURE TIME

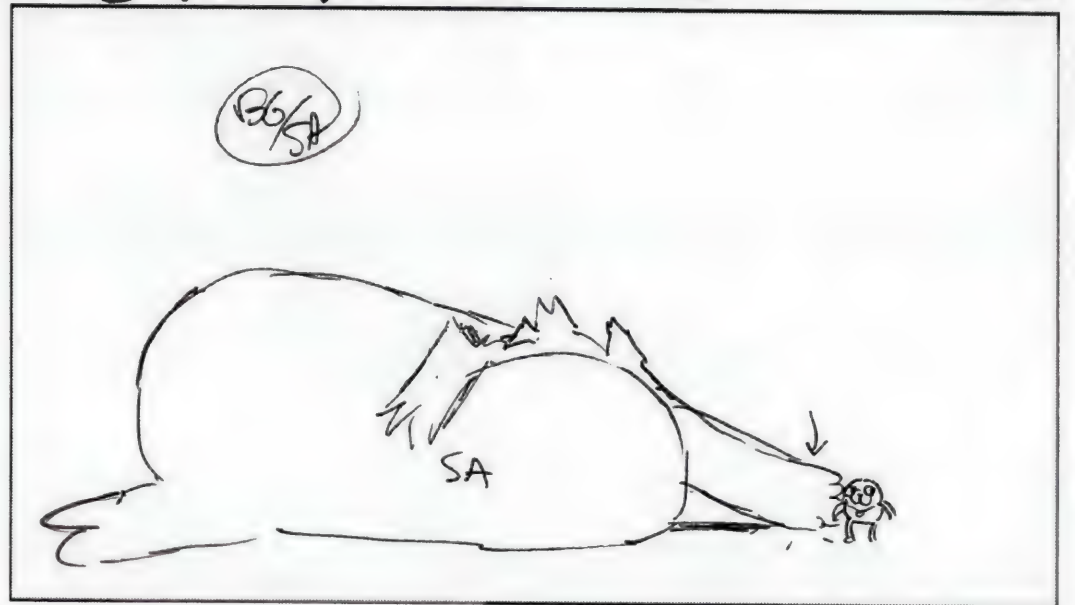


Page **45**

Sc. **24 cont** Pnl. **K** Bg. day night



Sc. **24 cont** Pnl. **L** Bg. day night



Dialog:	
Action:	- Tree trunk Falls to ground.
Timing:	DEC 17 2015

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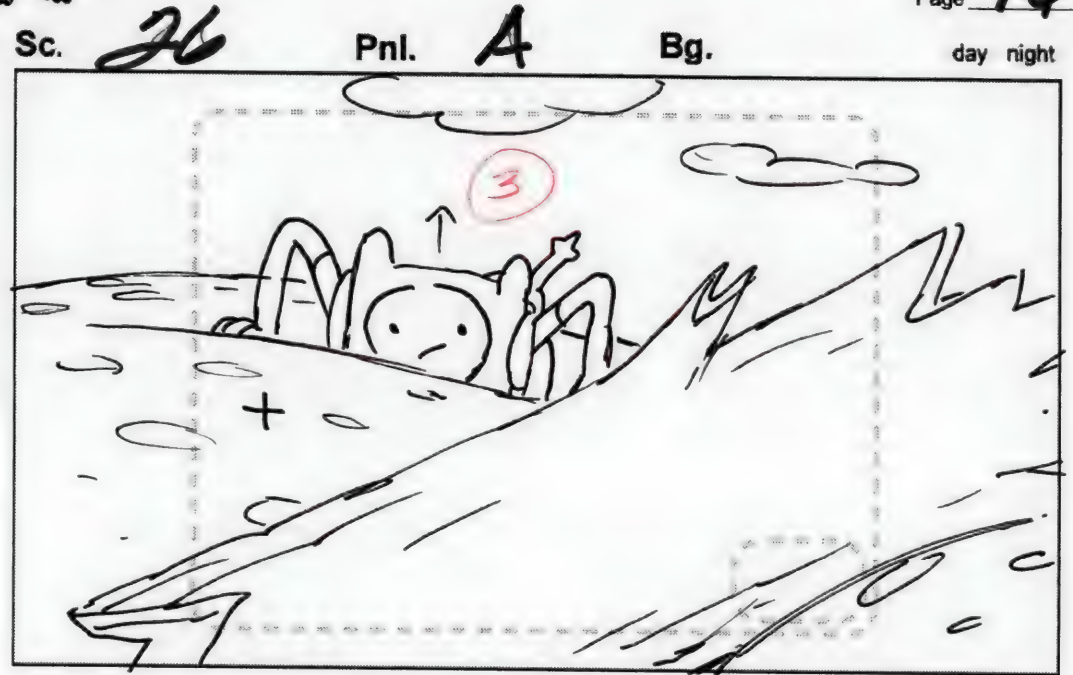
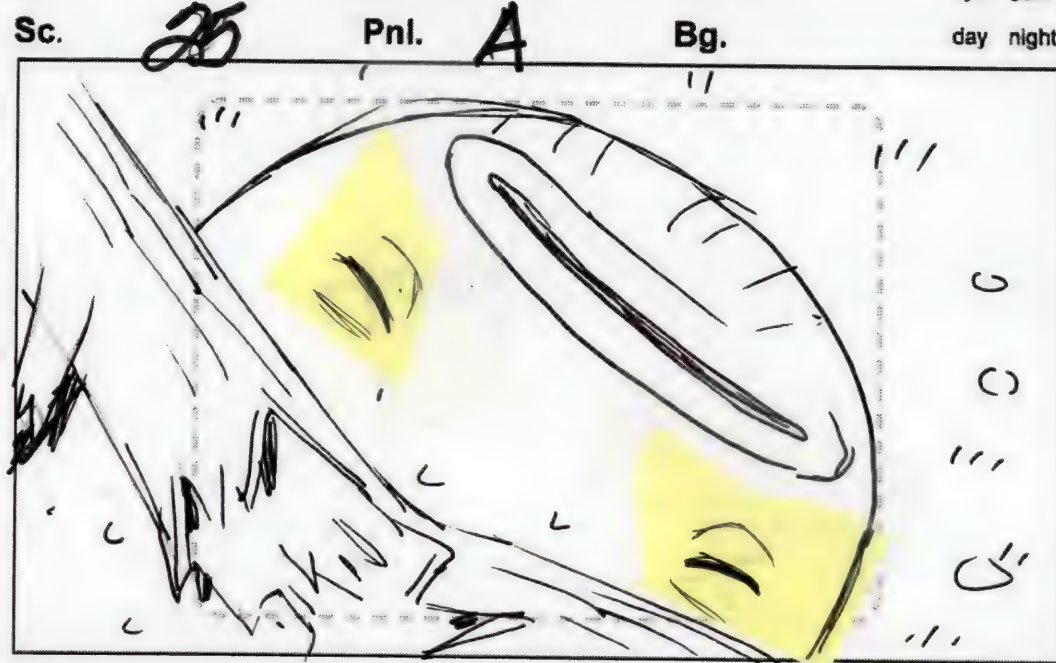
1034/244

1034/244

# ADVENTURE TIME



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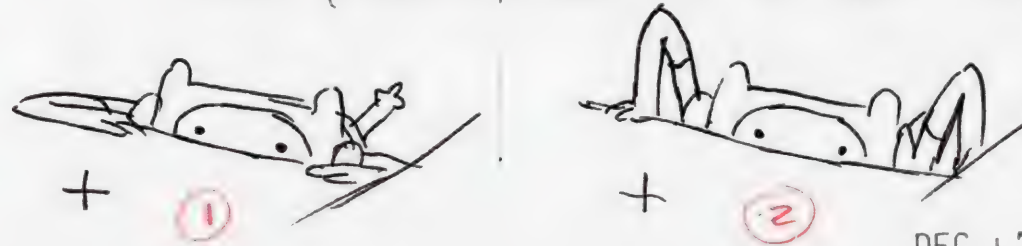


Dialog: **EEL:** YUBBA DUBBA DUBBA DUBBA !

Action:

Timing:

-Finn pushes himself out of EEL's coils.



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# ADVENTURE TIME

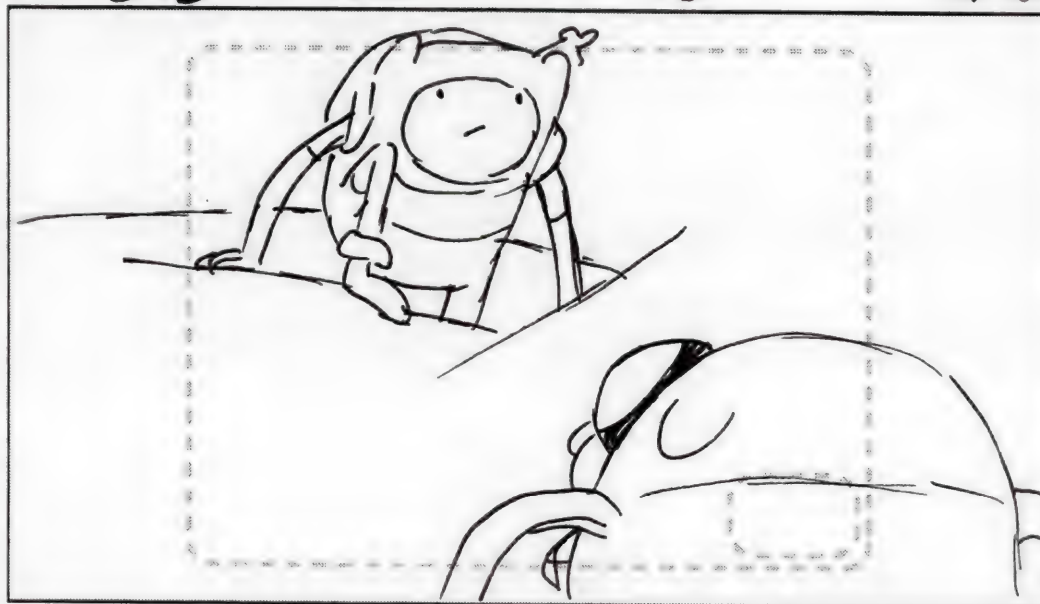


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Sc. 26 cont. nl. B Bg. day night



Sc. 26 cont. Pnl. C Bg. day night



Dialog:

(J:) Got-dang! - Are you al-

Action:

-Jake runs into shot.

-Finn gets ready to LEAP.

Timing:

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# ADVENTURE TIME



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Dialog:	<u>FINN:</u> [*jump* noise] HRMPF!
Action:	<u>-Finn leaps forward over JAKE's head.</u>
Timing:	<u>DEC 17 2015</u>

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# ADVENTURE TIME



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Sc. 26 cont Pnl. E Bg. day night



Dialog:	(FINN:) [Tand noise] -mmf-
Action:	DEC 17 2015
Timing:	

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Production :

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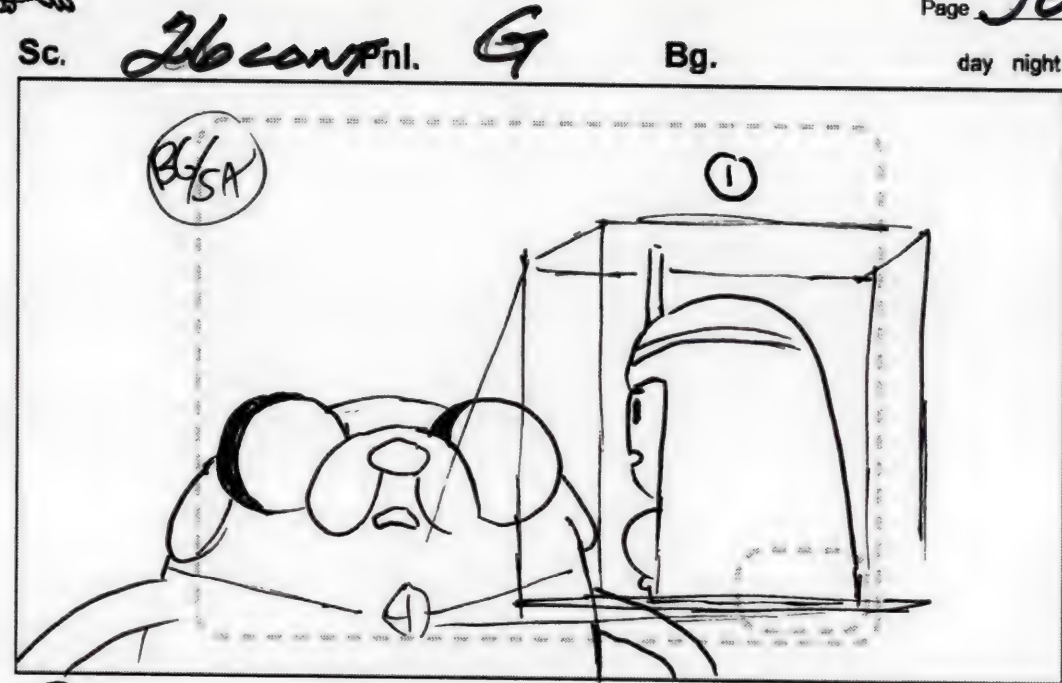
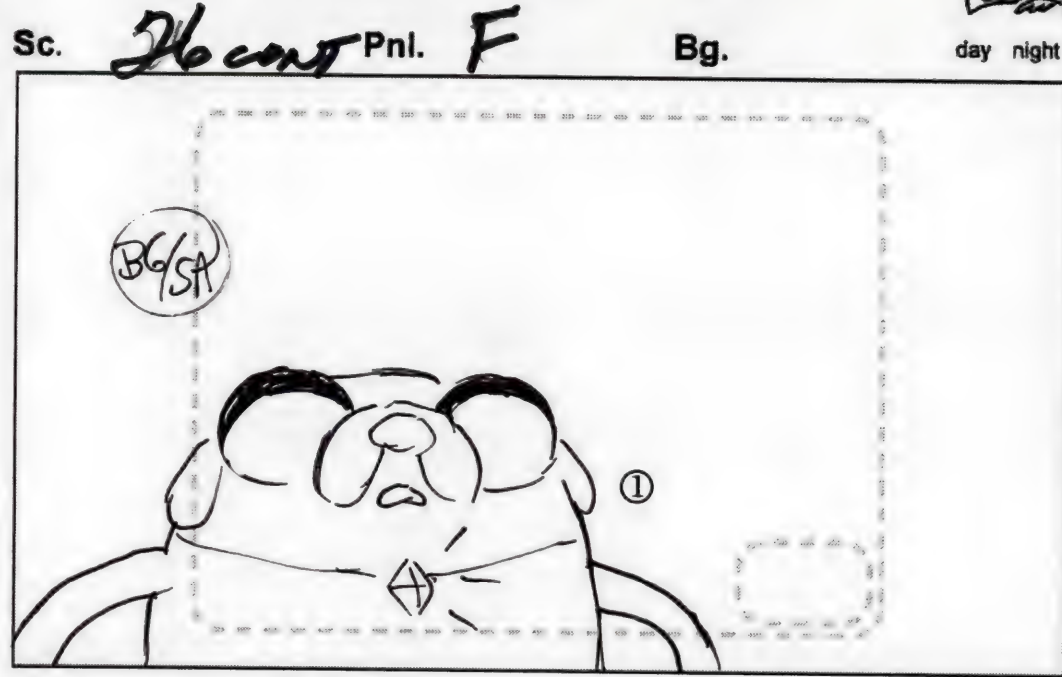
1034/244

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# ADVENTURE TIME



Page **50**  
day night



Dialog:

PENDANT SFX: BLOOP BLOOP

① PB: Jake?  
③

Was that you guys?

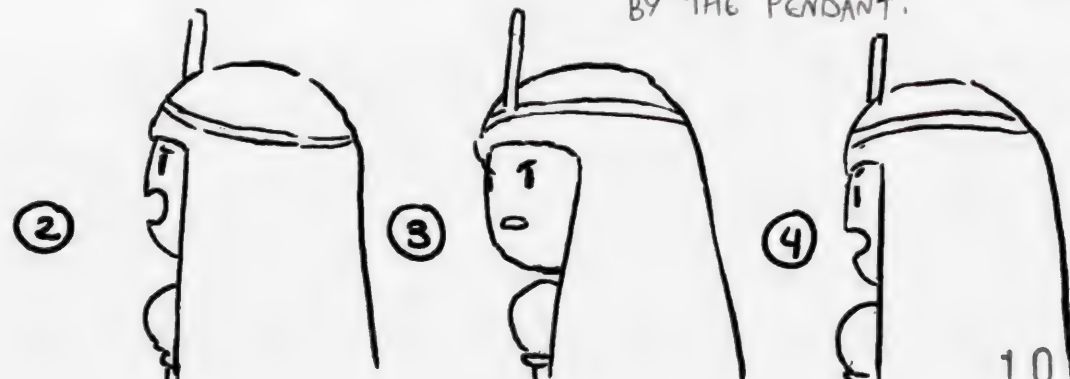
② What the heck was that explosion?

④ What the heck is going on?

DEC 17 2015

Action: - JAKE'S HOLO-PENDANT CHIMES.

Timing:



- HOLOGRAM of PB IS PROJECTED BY THE PENDANT.

Producti :

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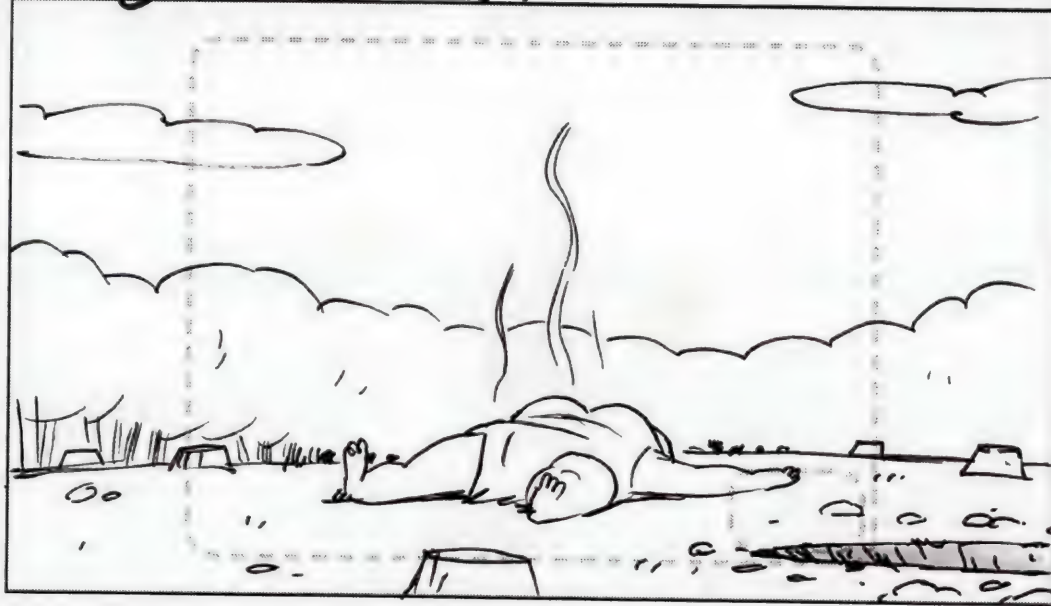


# ADVENTURE TIME

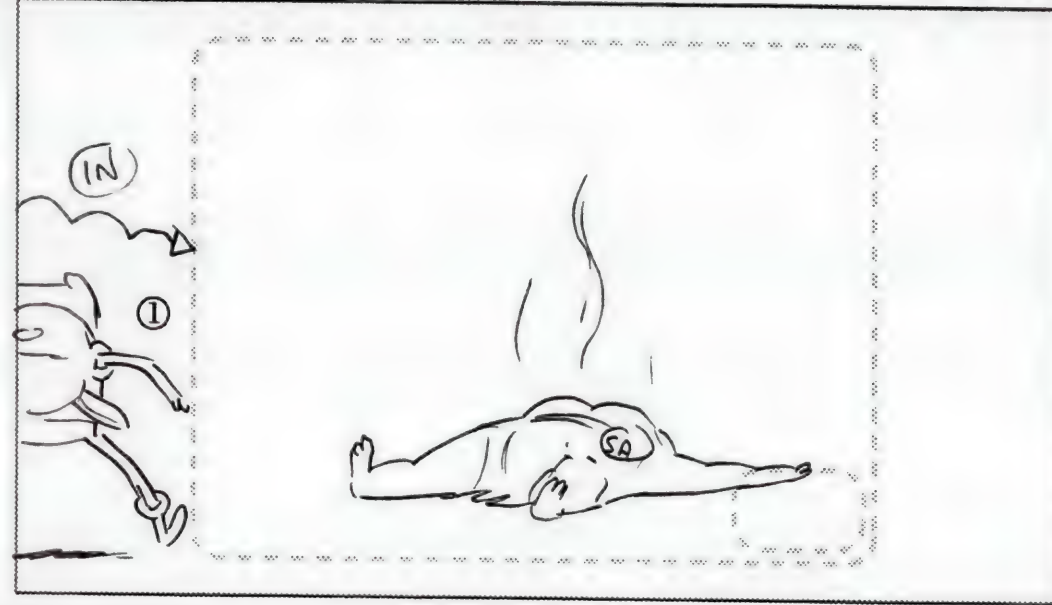


Page **51**

Sc. **27** Pnl. **A** Bg. day night



Sc. **27 cont** Pnl. **B** Bg. day night



Dialog:

Action: - SMOKE RISES OFF SUSAN.

Timing:



- FINN runs in and  
Kneels down by Susan.  
DEC ' 7 2015

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Production :

**1034/244**

**1034/244**

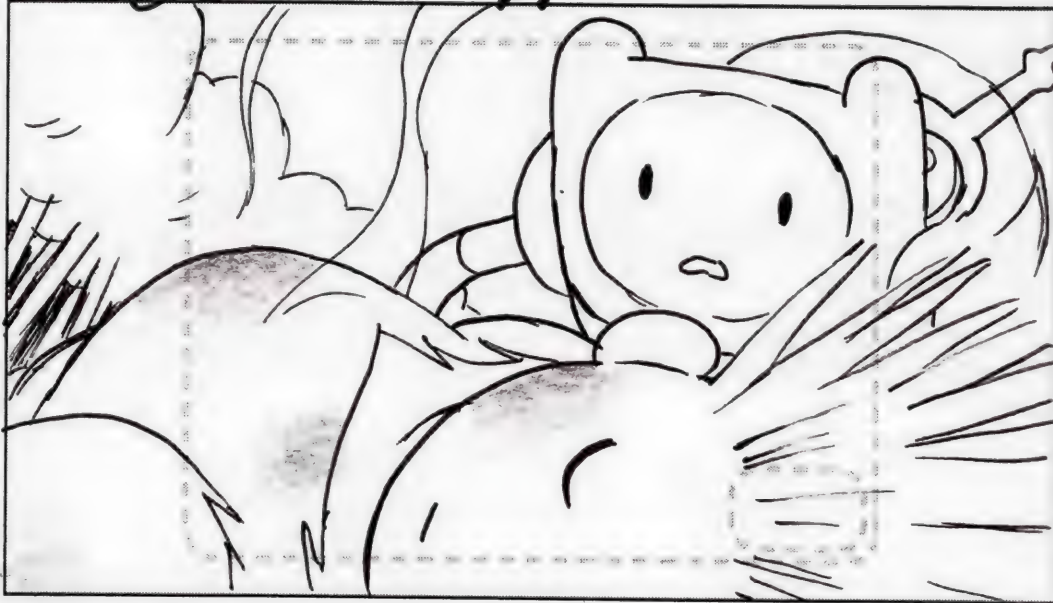
**1034/244**

# ADVENTURE TIME

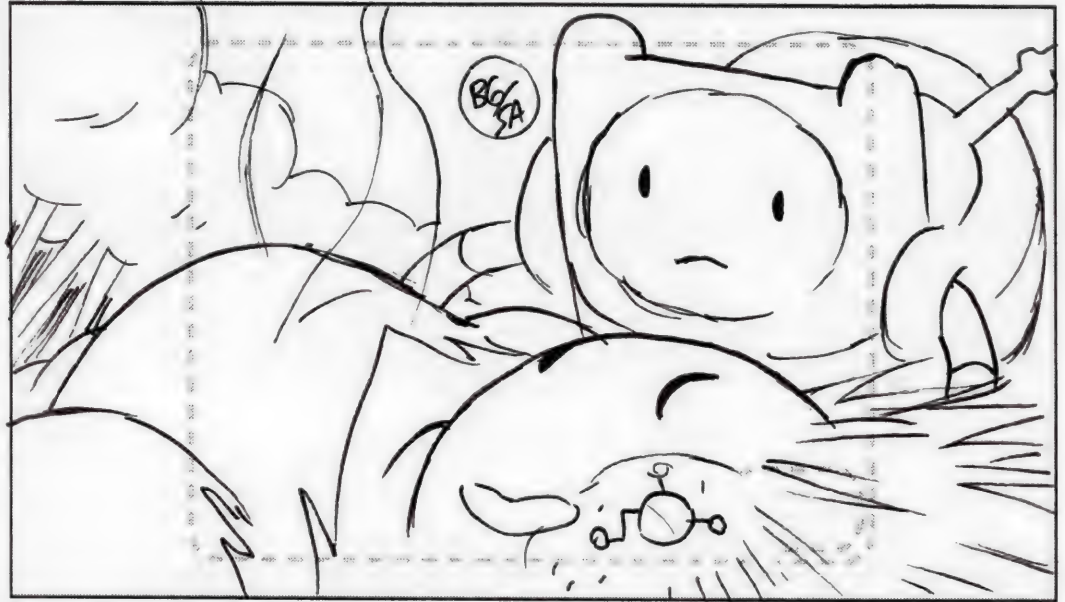


Page **52**

Sc. **28** Pnl. **A** Bg. day night



Sc. **28 cont** Pnl. **B** Bg. day night



Dialog:

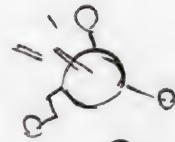
**FINN:** Oh geez ... Susan ...

**Susan:** [soft] Oww ...

**SFX** zzt!

Action:

- Susan turns her head toward Finn, revealing sparking cybernetic implant.



Timing:

② DEC 17 2015

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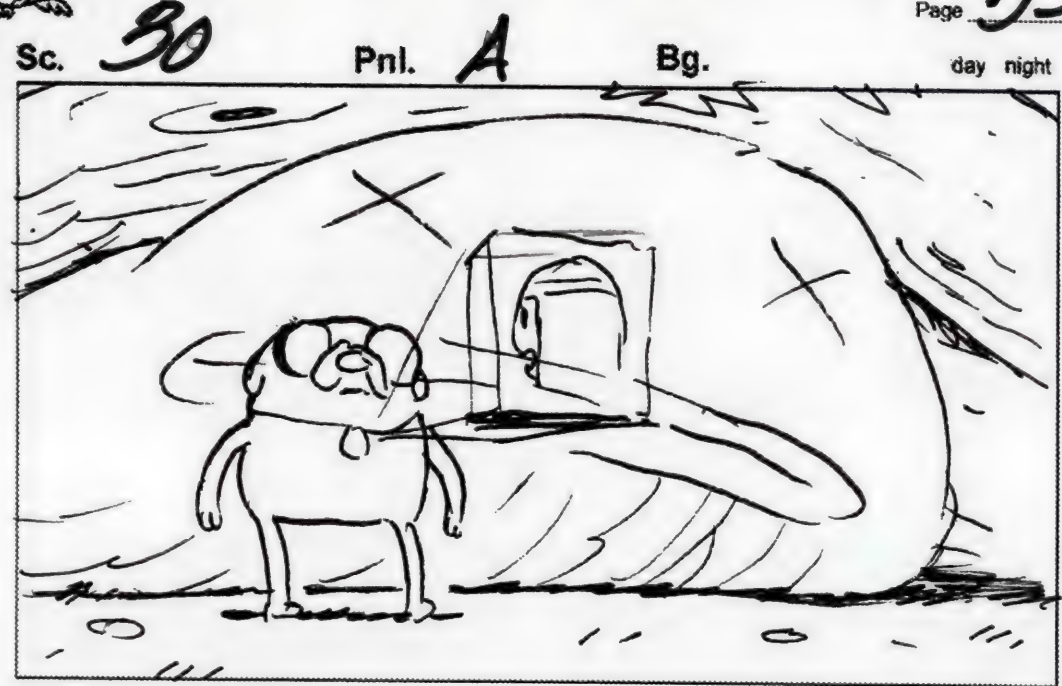
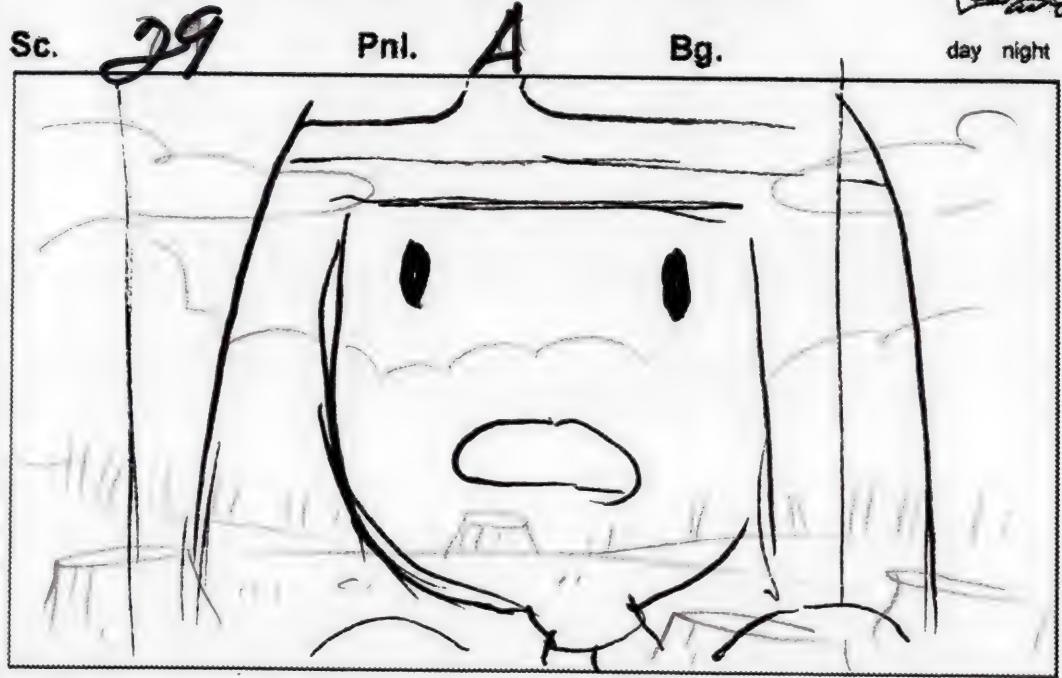
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# ADVENTURE TIME



Dialog:	(PB) okay, hang tight Jake -	(PB) I've got elite insulated Banana guards en route, plus nurse poundcake too -
Action:		
Timing:		

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Production :

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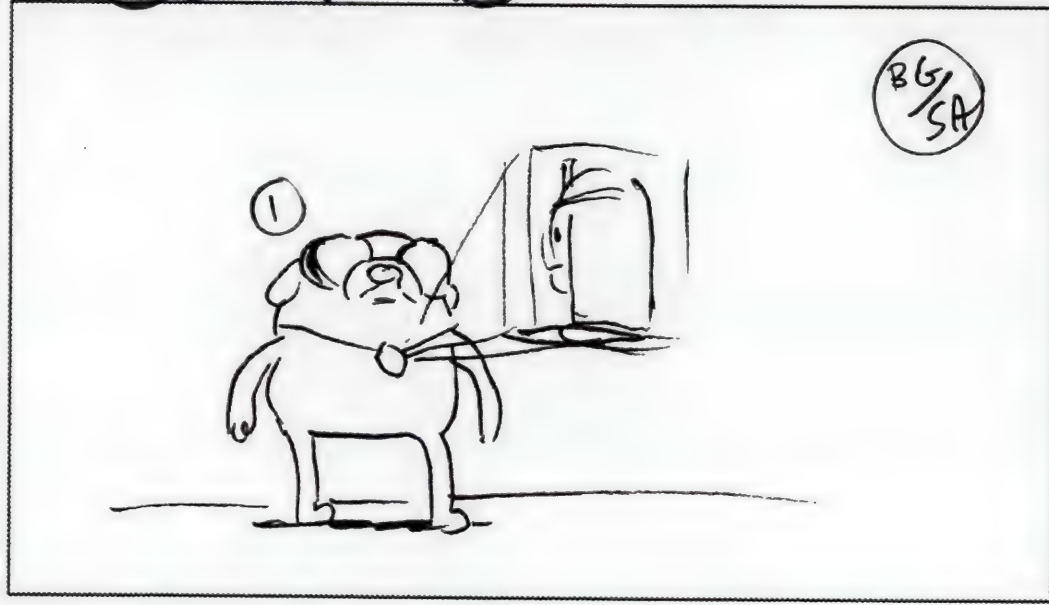
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ADVENTURE TIME

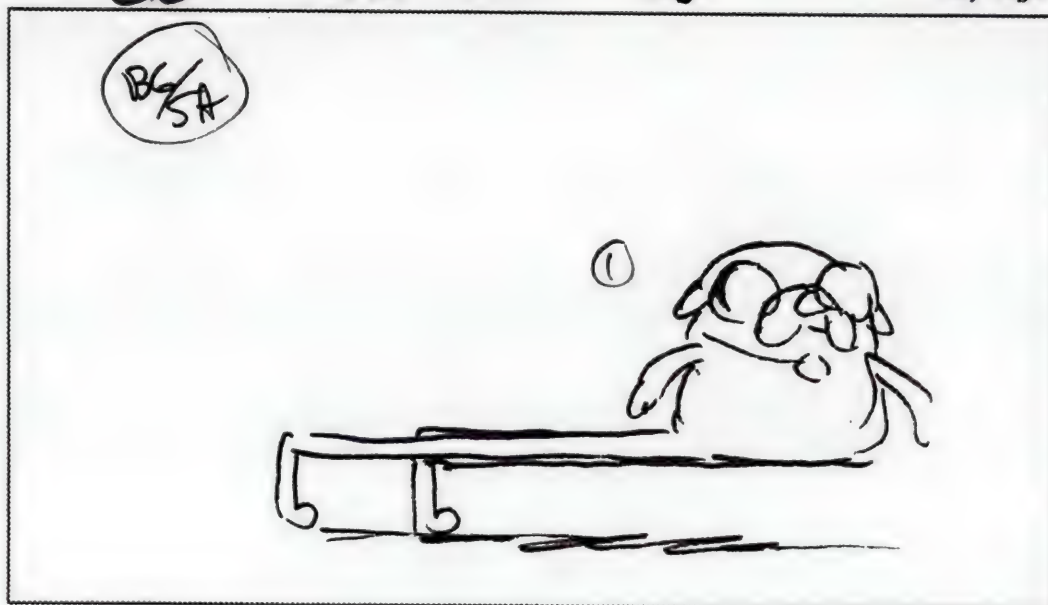






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Sc. 30 cont Pnl. B Bg. day night



Sc. 30 cont Pnl. C Bg. day night



Dialog	(J) (3) SLAMMIN'
Action	(2)   BLOOP - HOLOGRAM TURNS OFF
Timing	(3)  - JAKE stretches offscreen.
	(2)  TORSO OUT

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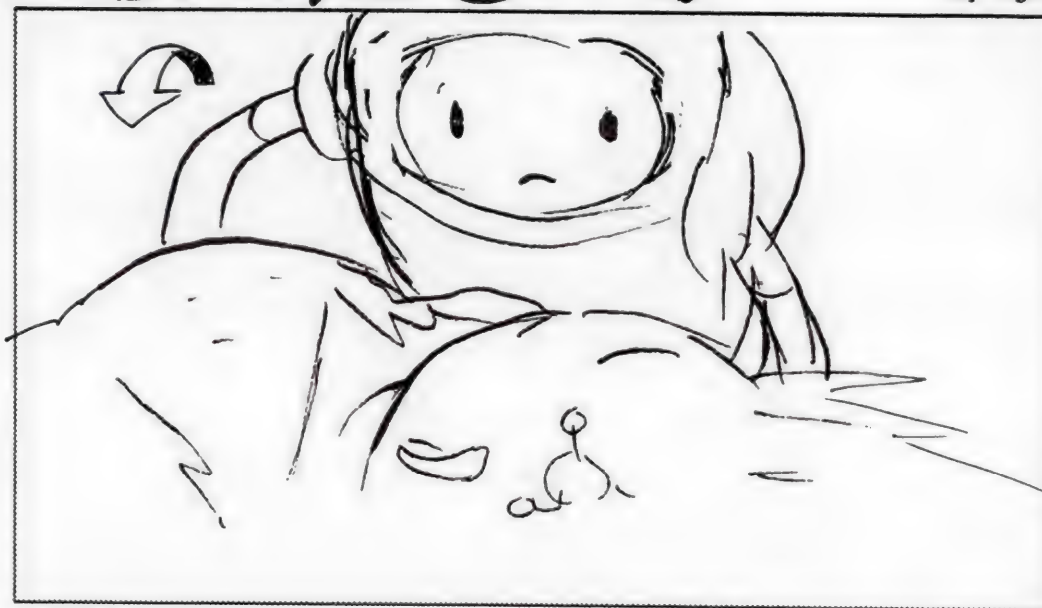
# ADVENTURE TIME



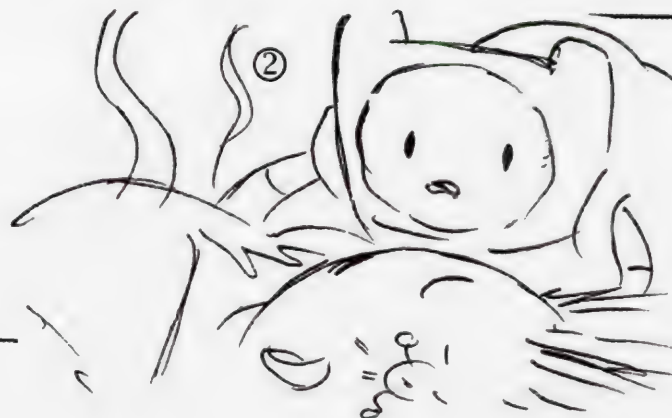
Sc. **31** Pnl. **A** Bg. day night



Sc. **31 cont** Pnl. **B** Bg. day night



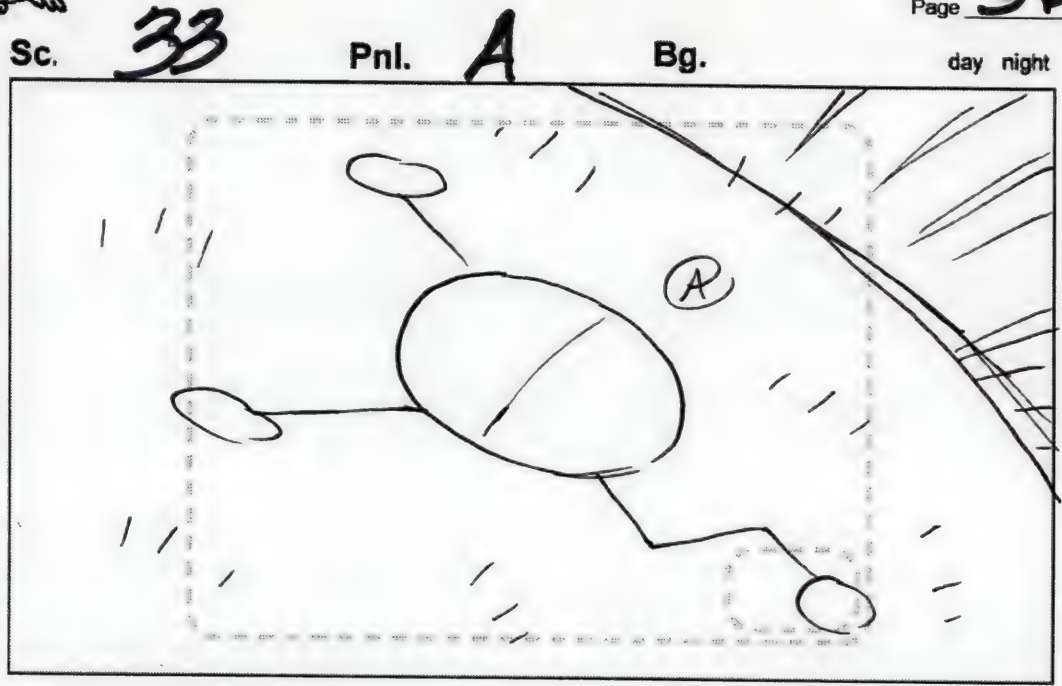
Dialog:	(F:) What the ?....
Action:	(SFX) zzt - Finn leans in to examine Susan's implant.
Timing:	DEC 17 2015



# ADVENTURE TIME



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<p><b>Dialog:</b></p> <p>(SFX:) ZZ-ZZT</p>	<p>(SFX:) ZZZT</p> <p>(JAKE OS) Whoa...</p>
<p><b>Action:</b> - implant sparks.</p> <p>(B) (C)</p>	<p>- implant sparks.</p> <p>(B)</p>
<p><b>Timing:</b></p>	<p>DEC 17 2015</p>

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Production :

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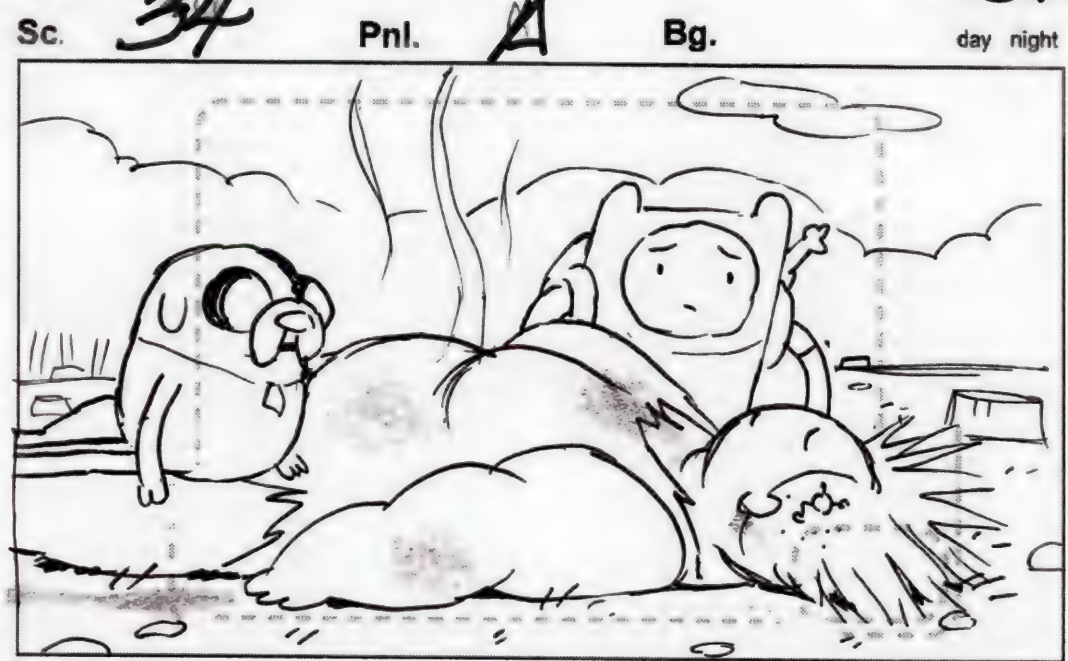
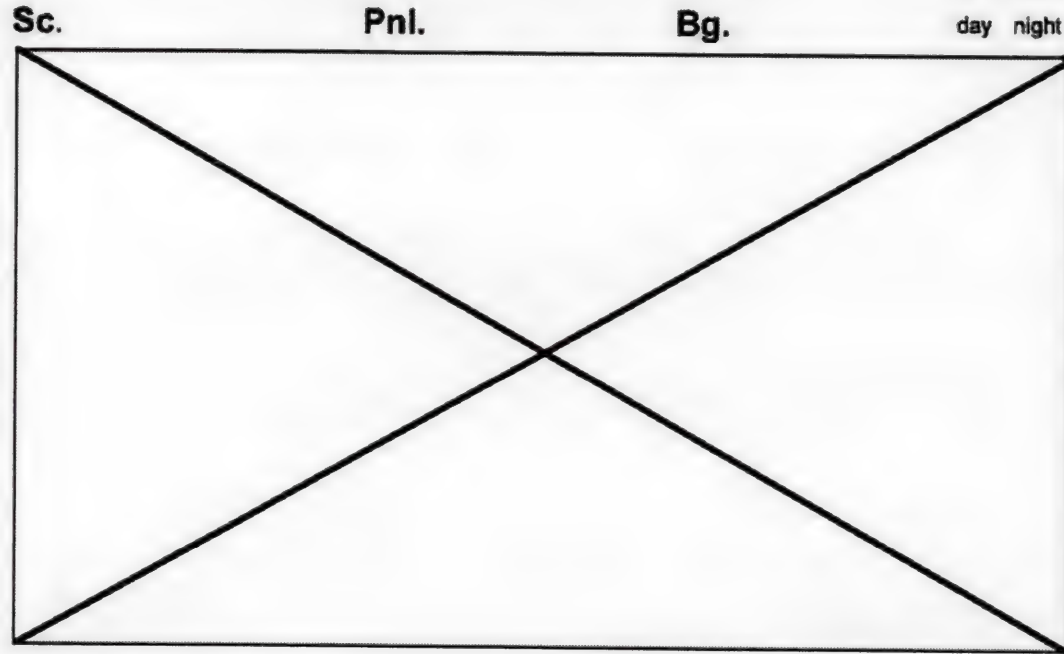
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# ADVENTURE TIME



Page **57**



Dialog:

(J:) Susan's a little bit digi, huh?

Action:

- JAKE's legs stretch/slide along the ground.

Timing:



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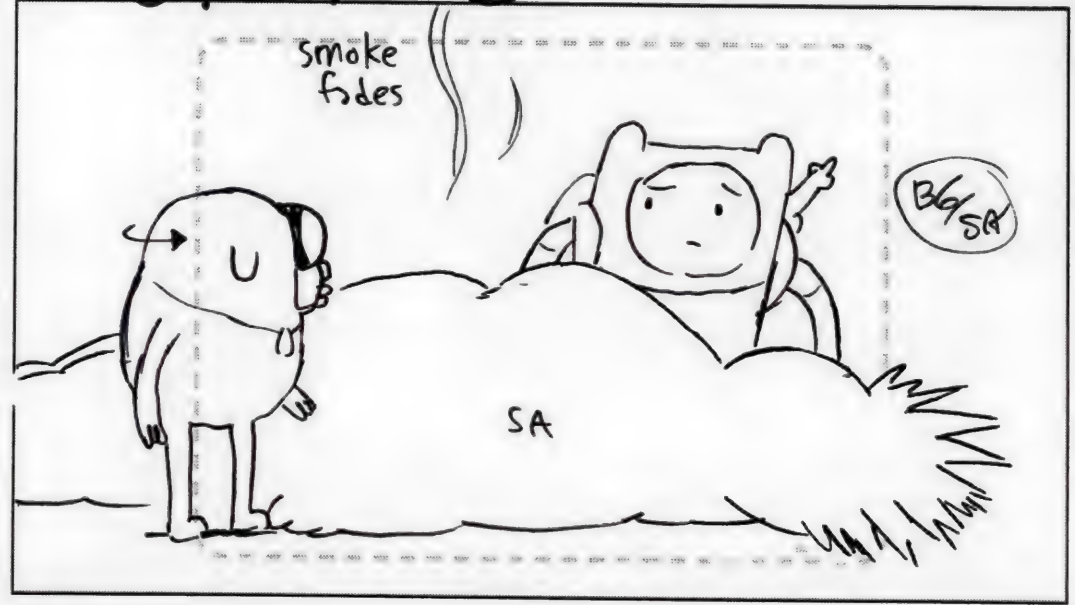
1034/244

# ADVENTURE TIME

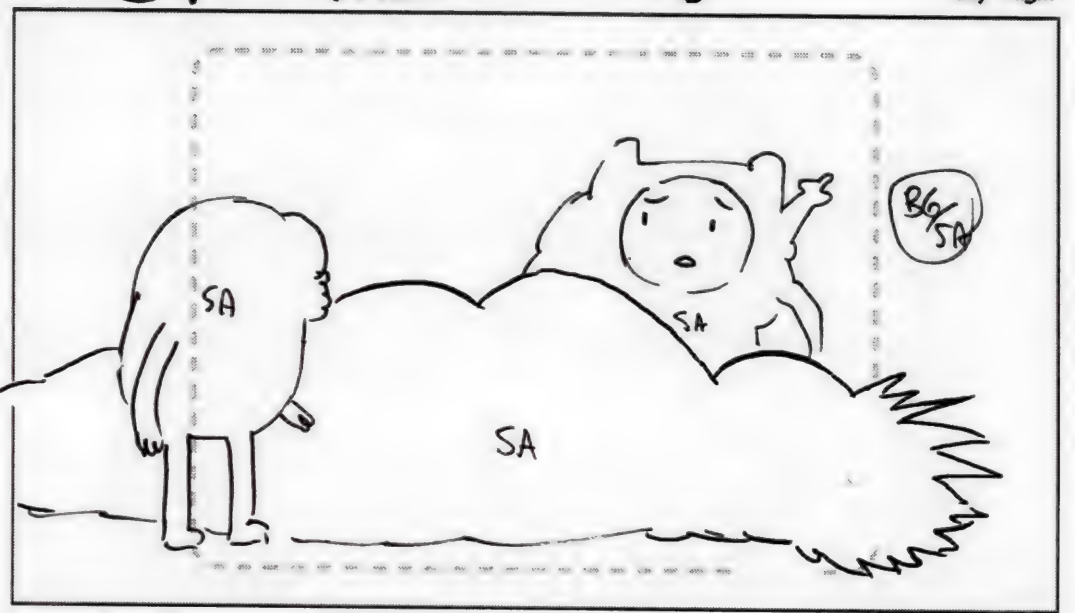


Page **58**

Sc. **34 cont** Pnl. **B** Bg. day night



Sc. **34 cont** Pnl. **C** Bg. day night



Dialog:	(J:) Did you know about that?	(FINN:) No...
Action:		
Timing:		

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# ADVENTURE TIME



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Sc. **35** Pnl. **A** Bg. day night



Sc. **35 cont** Pnl. **B** Bg. day night



Dialog:

Action:

Timing:

(J) man that's  
weird she  
didn't mention  
that while we  
were →

(J) → just now  
meeting all  
those cyborgs.

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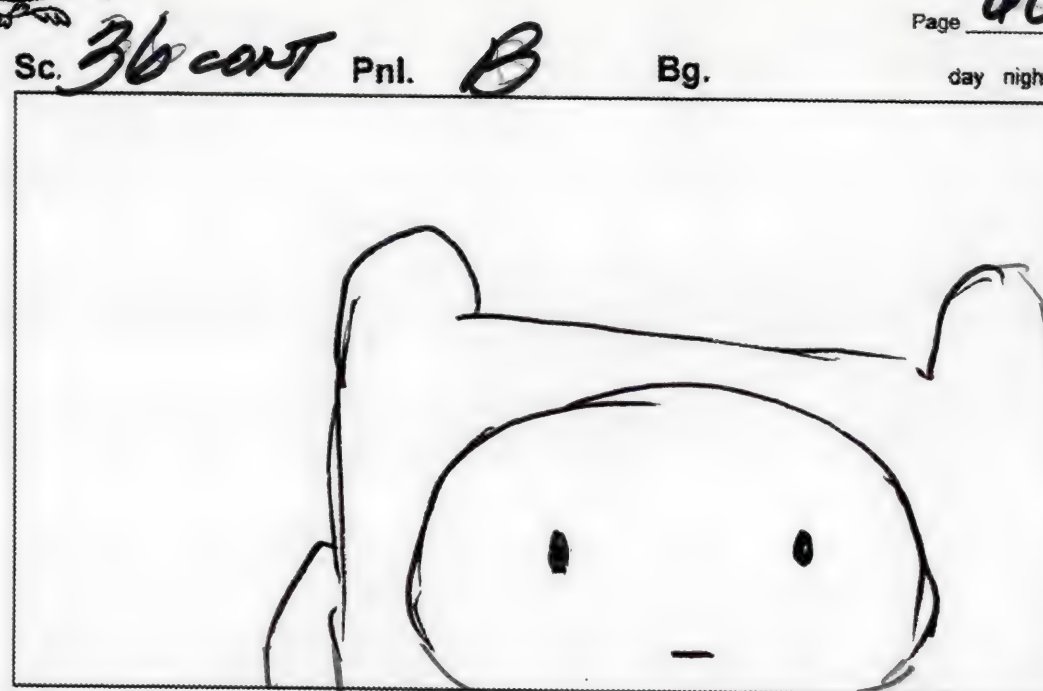
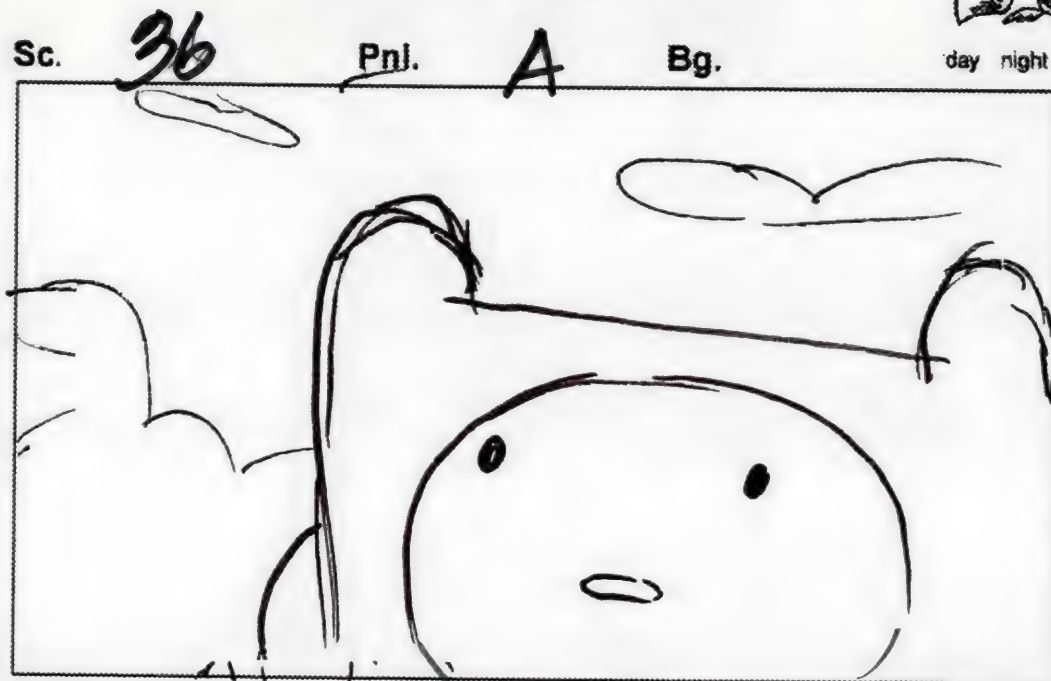
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# ADVENTURE TIME



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Dialog:

(F) she  
was acting  
pretty goony  
down there  
in general...

Action:

- F. LOOKS DOWN AGAIN.

Timing:

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# ADVENTURE TIME



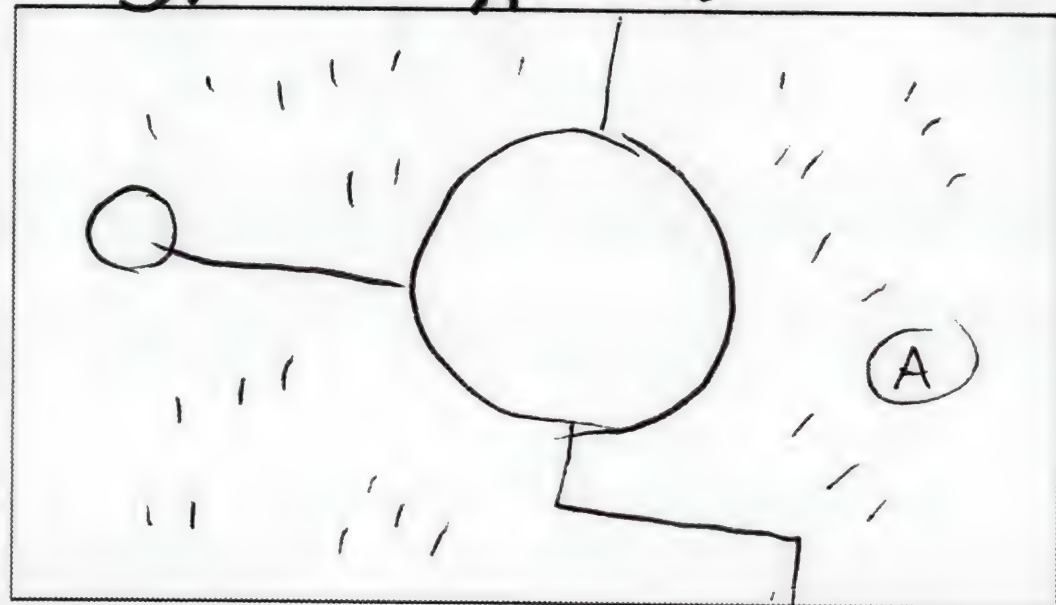
Page 61

Sc. 37

Pnl. A

Bg.

day night

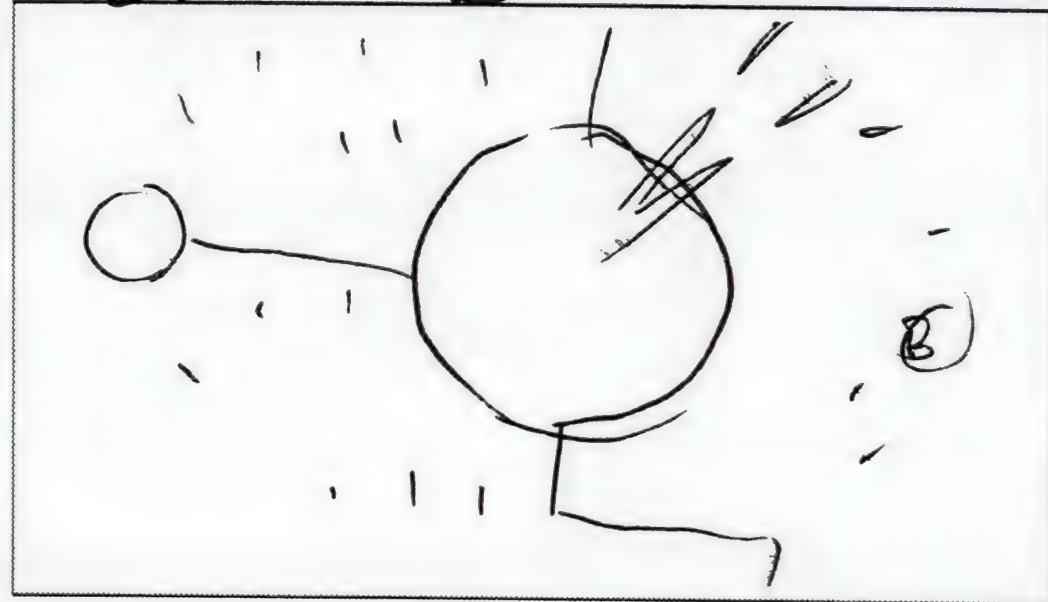


Sc. 37 cont

Pnl. B

Bg.

day night



Dialog:

(SFX:) ZZZ+

Action:

(A) (B) (A)

- IMPLANT sparks,

DEC 17 2015

Timing:

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EPISODE #

1034/244

Production :

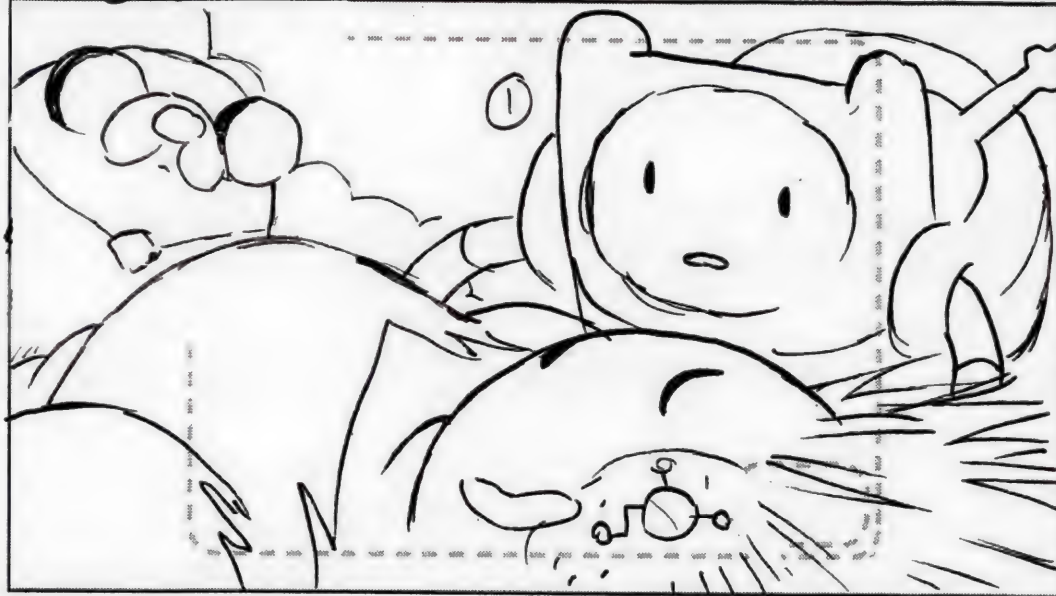
1034/244

# ADVENTURE TIME

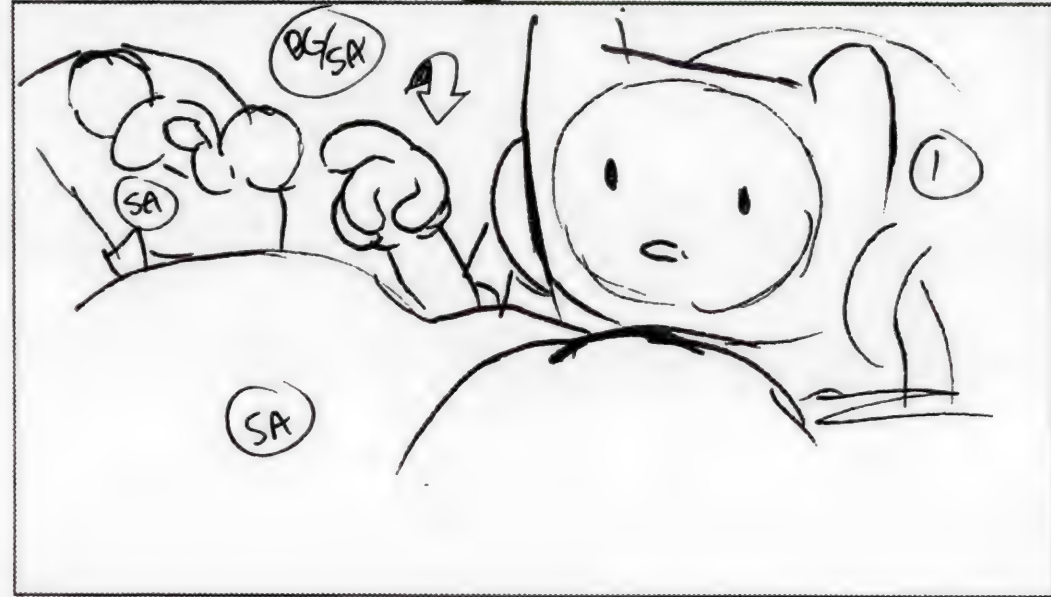


Page 62

Sc. 38 Pnl. A Bg. day night



Sc. 38 cont. Pnl. B Bg. day night



Dialog: (F:) ① It's weird,  
② it's not like a robo-arm  
① or whatever...

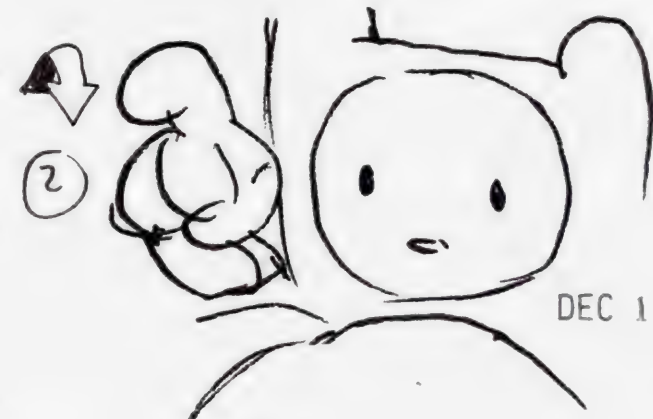
Action:

Timing:



- Finn reaches  
to touch  
IMPLANT

(F:) What do you →



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Production :

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# ADVENTURE TIME



Sc.

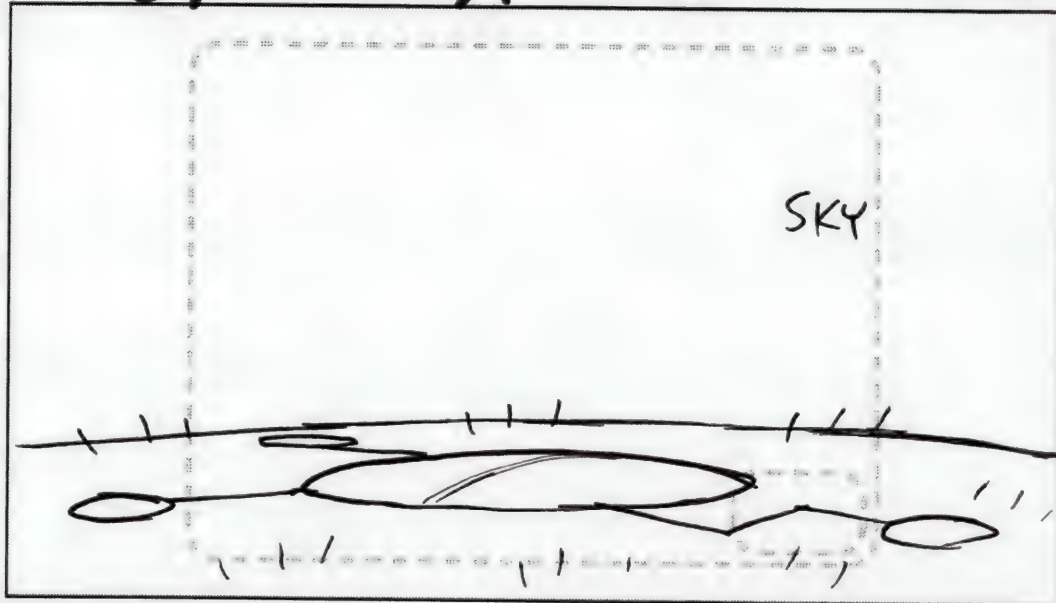
39

Pnl.

A

Bg.

day night



Sc.

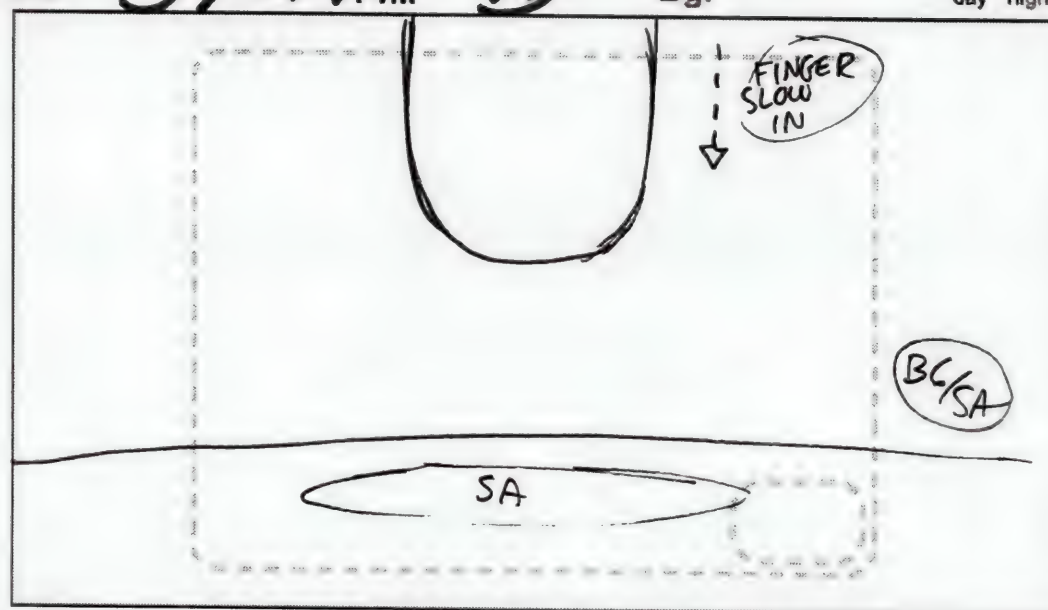
39 cont

Pnl.

B

Bg.

day night



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63

Dialog:

(FINN) (OS) (CONT) → think it does?

Action:

- Finn's fingertip slowly descends towards IMPLANT

Timing:

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Production :

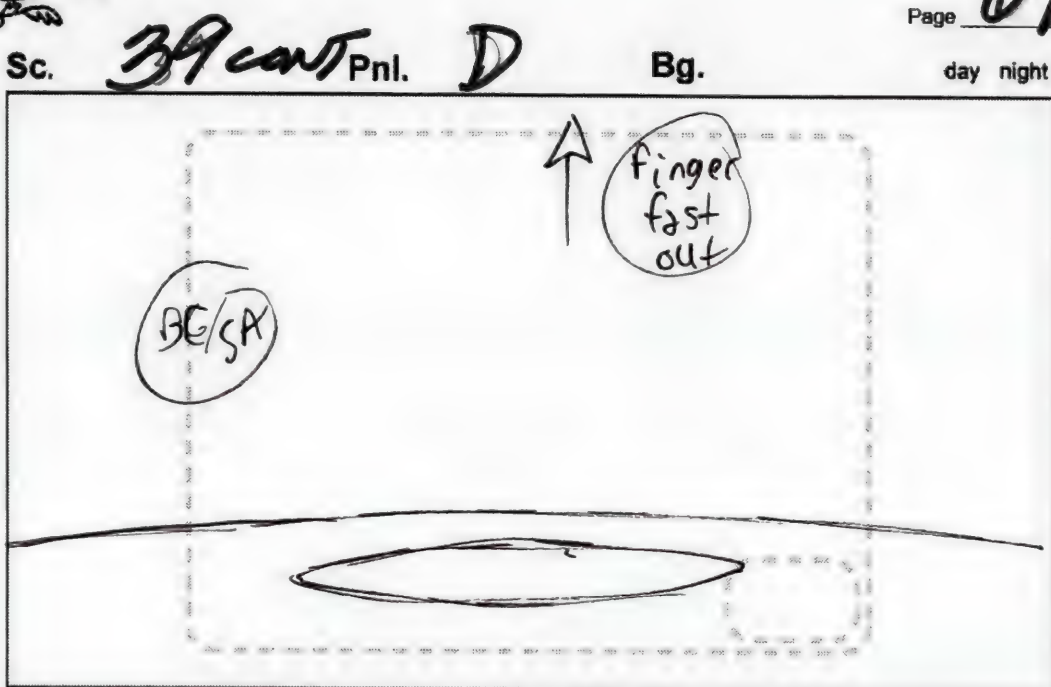
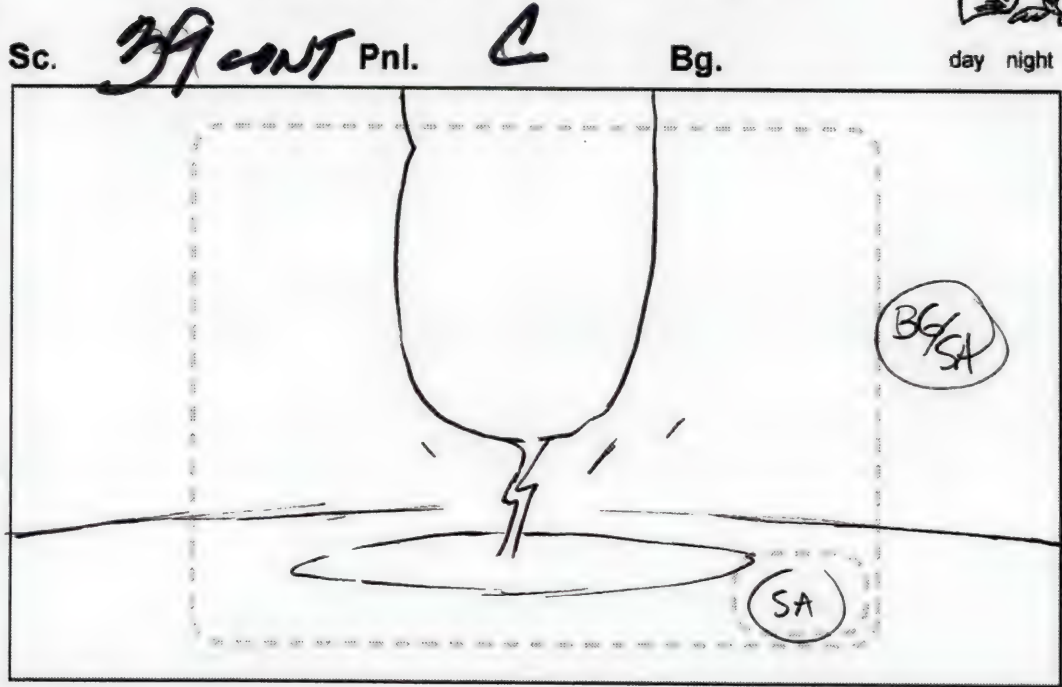
EPISODE #

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ADVENTURE TIME



Dialog:	(SFX) *ZAP*	(FINN) Woach!
Action:	- SPARK shoots out between IMPLANT & FINGER.	- Finn pulls his finger back in shock/PAIN.
Timing:	DEC 17 2015	

EPISODE #

Production :

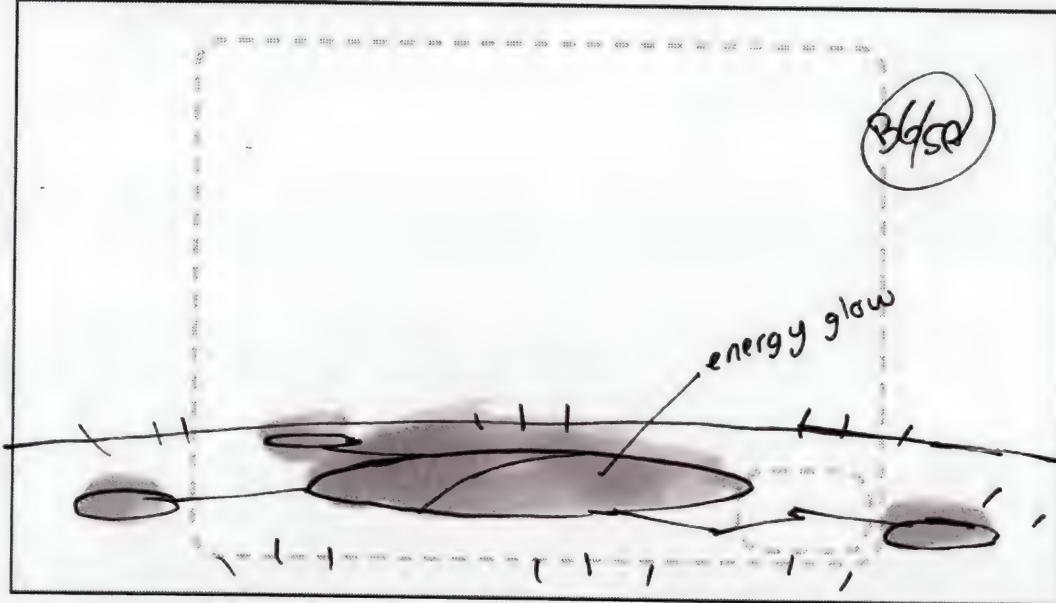


# ADVENTURE TIME



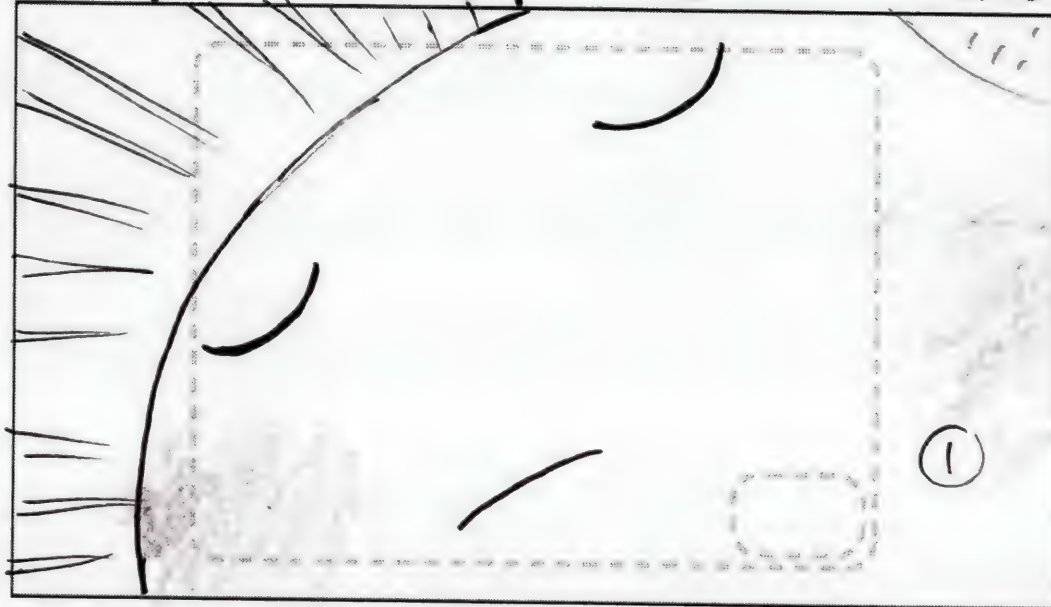
Sc. **39 CONT** Pnl. **E** Bg.

day night



Sc. **40** Pnl. **A** Bg.

Page **65**  
day night



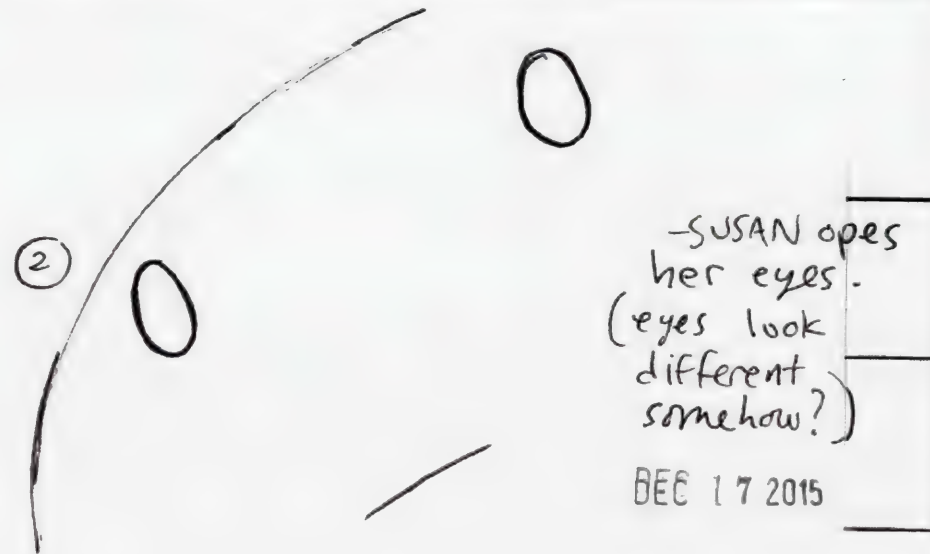
Dialog:

(Sfx: (( MWAH ))) [energy throb  
charge-up  
noise]

Action:

- IMPLANT begins to glow with ENERGY.

Timing:



-SUSAN opes  
her eyes.  
(eyes look  
different  
somehow?)

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# ADVENTURE TIME



Sc.

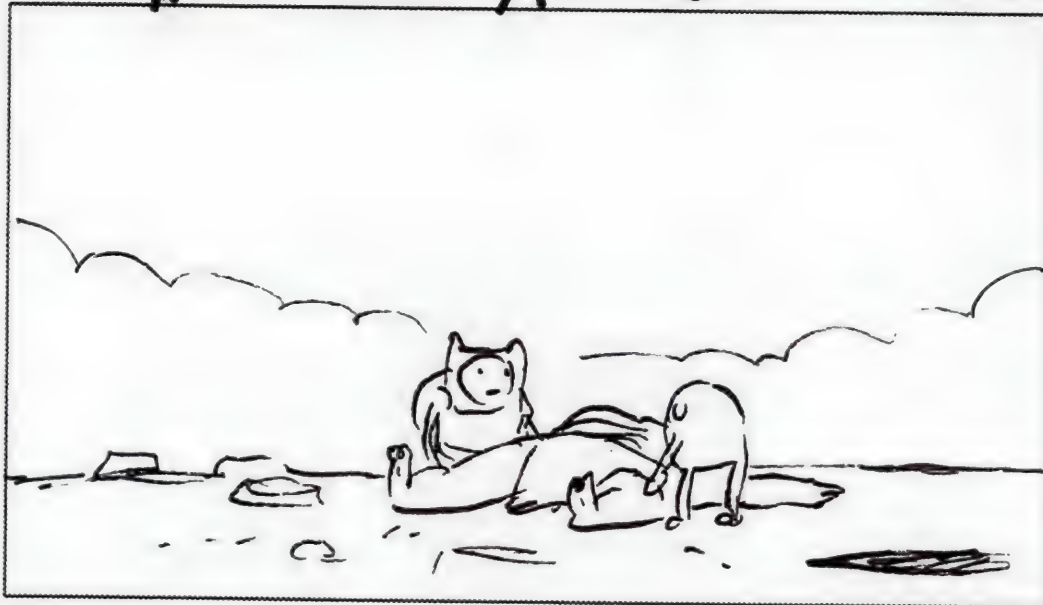
41

Pnl.

A

Bg.

day night



Sc.

41 cont

Pnl.

B

Bg.

day night



Dialog:

Action:

Timing:

- Susan  
sits up,  
then speaks.

⑤:② SEEKER XJ-7-7  
"STRONG": ACTIVATION  
STATUS: OPERATIONAL.



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EPISODE #

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Production :

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# ADVENTURE TIME



Sc. **41 cont** Pnl. **C**

Bg.

day night

Sc. **41 cont** Pnl. **D**

Bg.

Page **67**  
day night



Dialog:	(F:)..susan?..		IMPLANT: ≡ BOOP ≡ (SFX)	
Action:			- implant chimes - - Susan looks at Finn mechanically, coldly.	
Timing:				

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EPISODE #

1034/244

Production :

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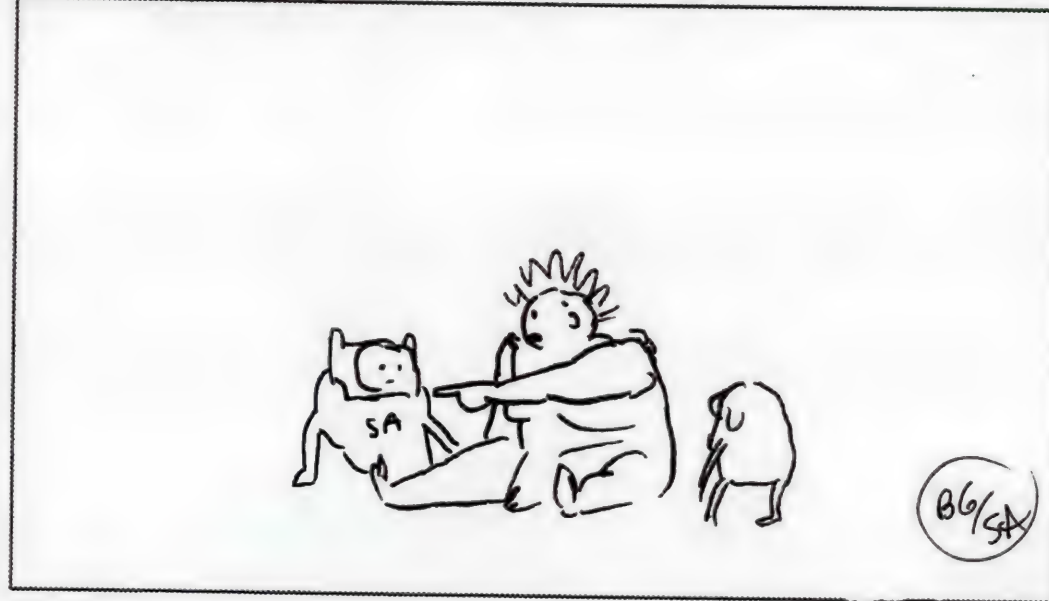
# ADVENTURE TIME



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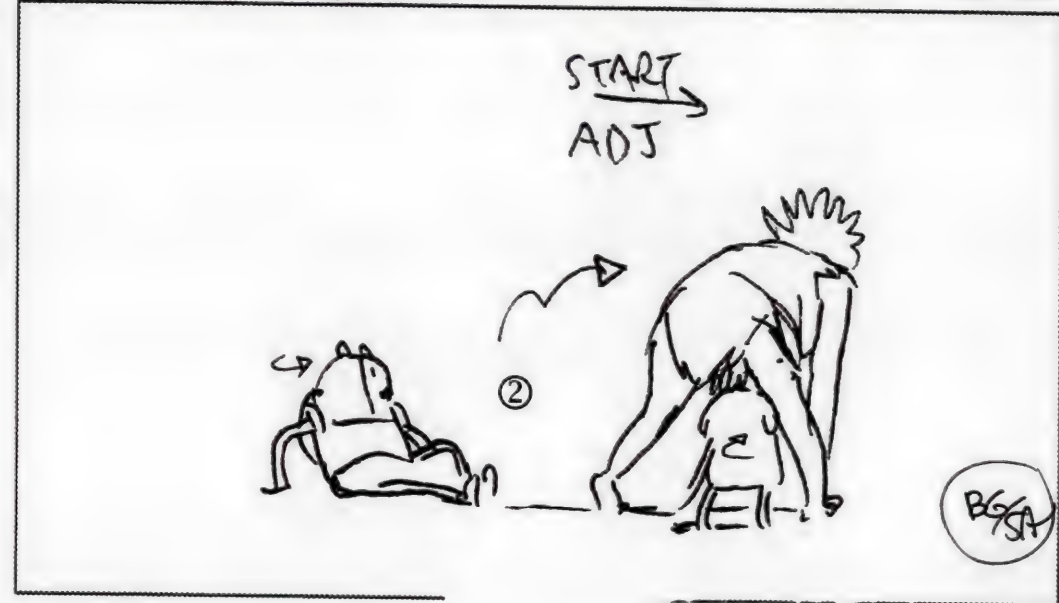
Sc. **4/CONT** Pnl. **E** Bg.

day night



Sc. **4/CONT** Pnl. **F** Bg.

day night



Dialog:

(S:) TARGET  
ACQUIRED

(FINN) what?

Action:

- Susan points at Finn and speaks.  
- Finn's eyes focus on Susan's finger.

- Susan gets up and walks  
towards NET GUN.

Timing:



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EPISODE #

1034/244

Production :

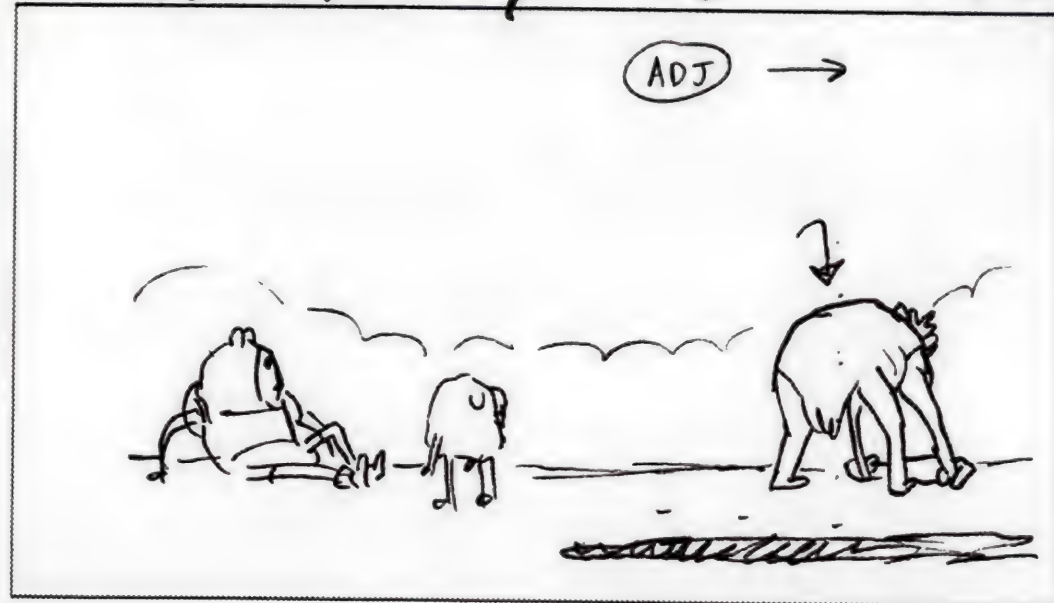
1034/244



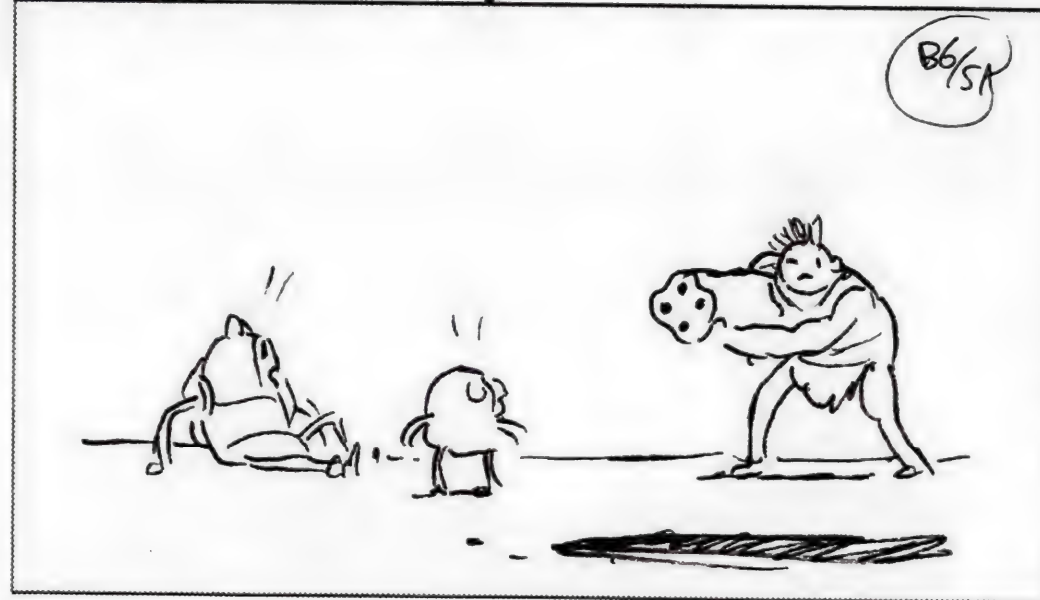
# ADVENTURE TIME



Sc. **4/1 CONT** Pnl. **G** Bg. day night



Sc. **4/1 CONT** Pnl. **H** Bg. day night



Dialog:

Action:

Timing:

- SUSen picks up NET GUN

- SUSen aims NET GUN.

GUN  
PREP  
SOUND: CA-  
CLACK

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EPISODE #

Production :

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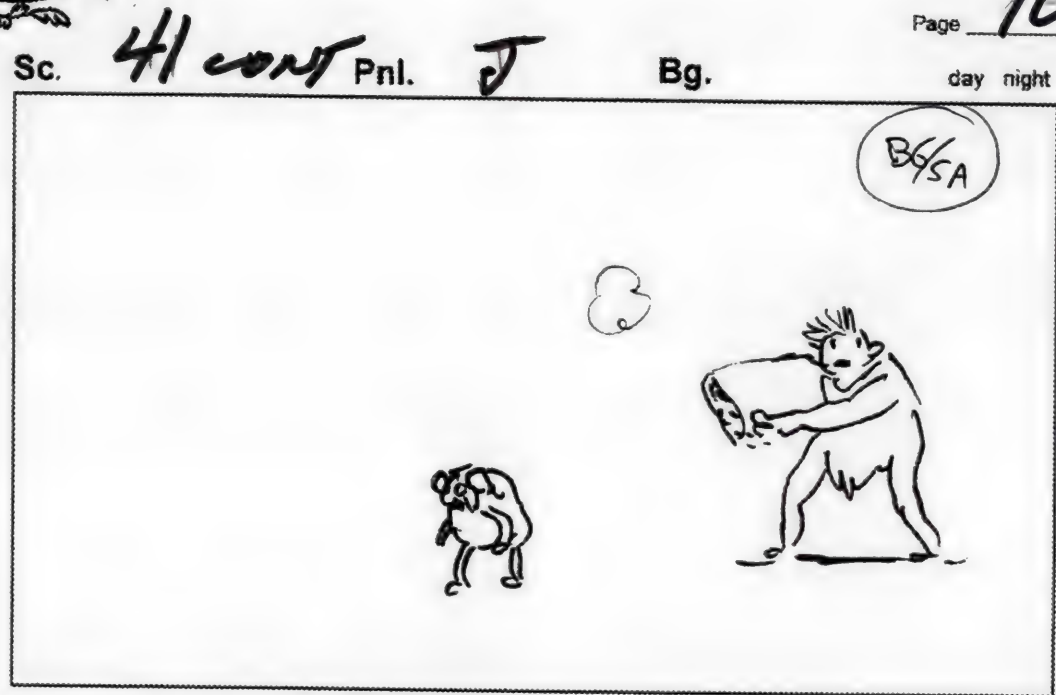
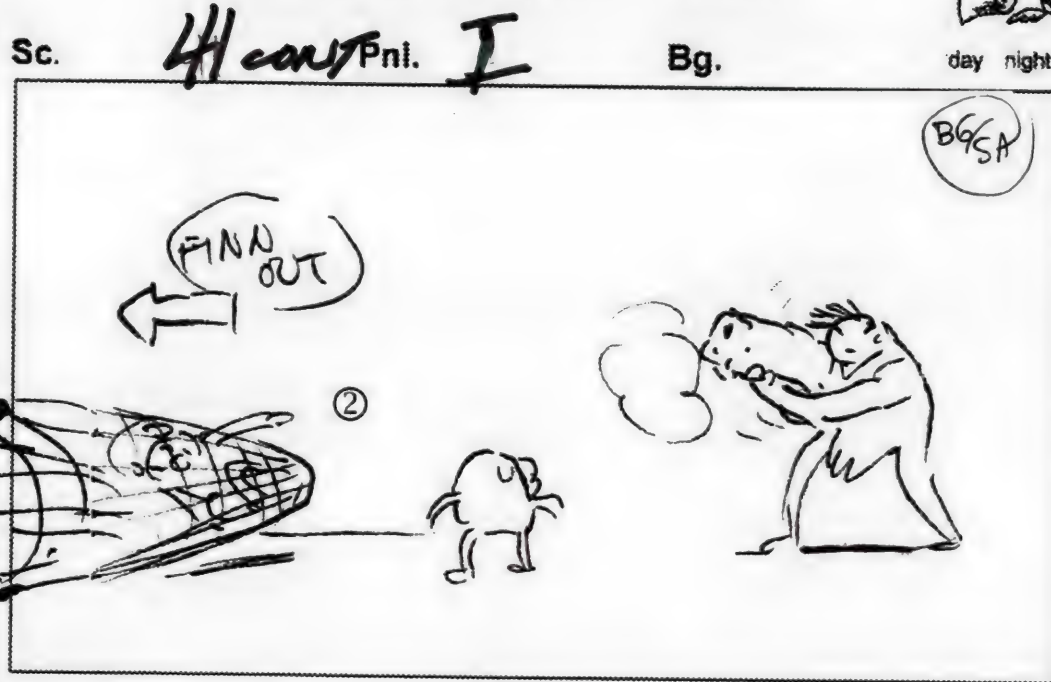
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1034/244

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# ADVENTURE TIME



Dialog:

SEX POOM

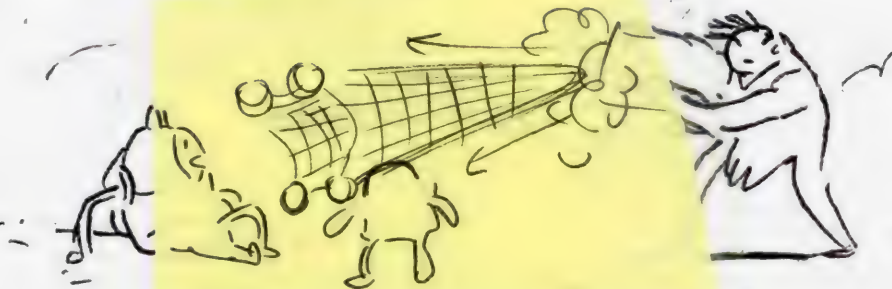
Action:

- Susan Fires NET GUN, blasting  
FINN off screen.

Timing:

⑤: TARGET RESTRAINT  
PROTOCOL SUCCESSFUL

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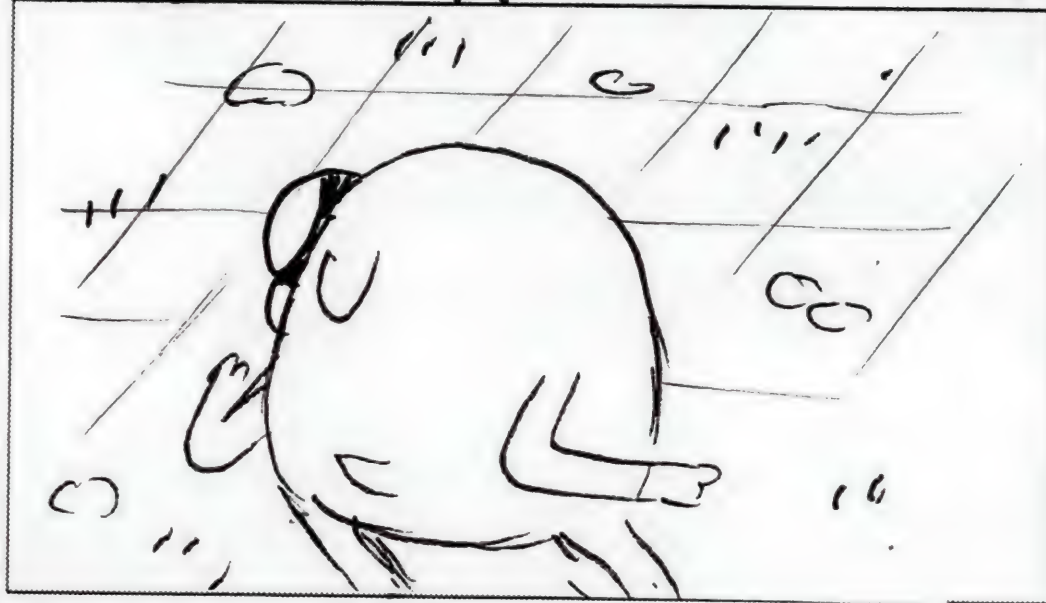
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# ADVENTURE TIME



Sc. **42** Pnl. **A** Bg. day night



Sc. **42 cont** Pnl. **B** Bg. day night Page **71**



Dialog:

(J) WHUUUT  
THE

Action:

(Gets  
madder  
as sentence  
unfolds.)

(J) → HECK?

- J. TURNS TOWARDS SUSAN.

Timing:

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# ADVENTURE TIME



Sc.

42 cont. C

Bg.

day night

Sc.

43

Pnl.

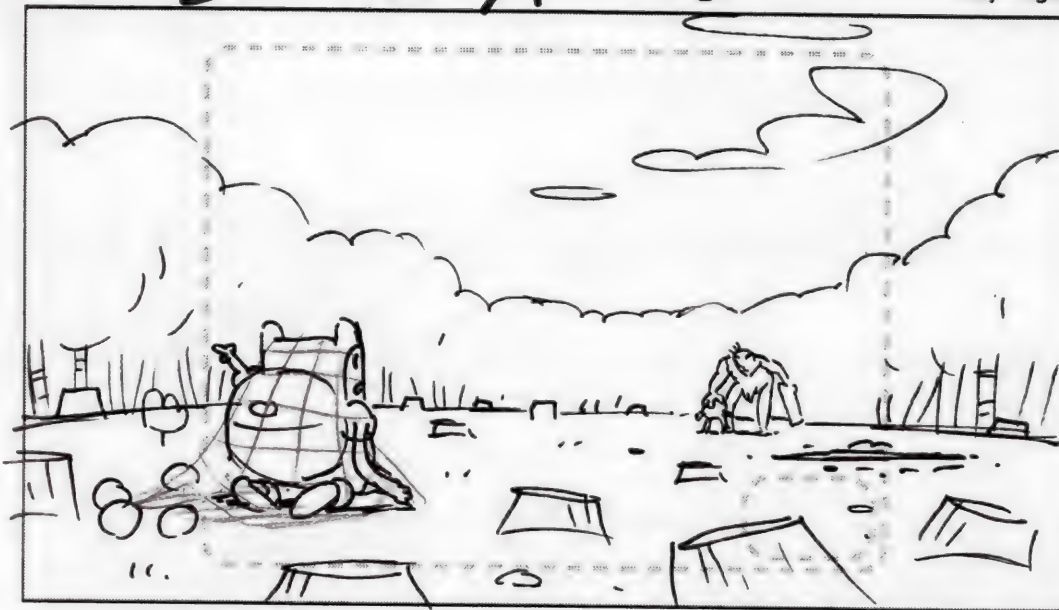
A

Bg.

Page

72

day night



Dialog:

Action:

- Susm grabs Jake's head.

Timing:

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Production :

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1034/244



# ADVENTURE TIME



Sc.

43 cont Pnl. B

Bg.

day night

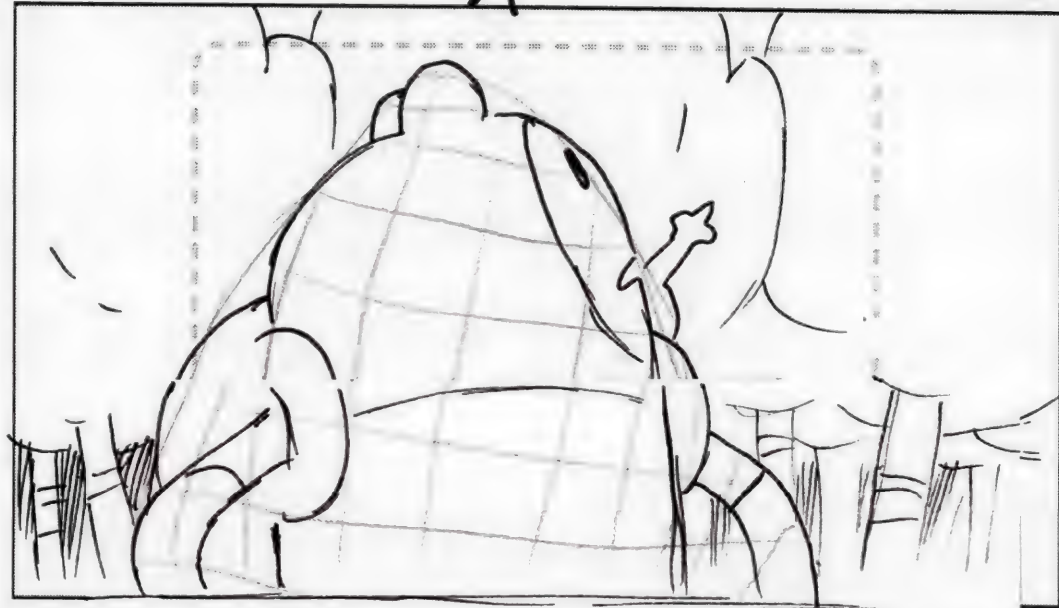
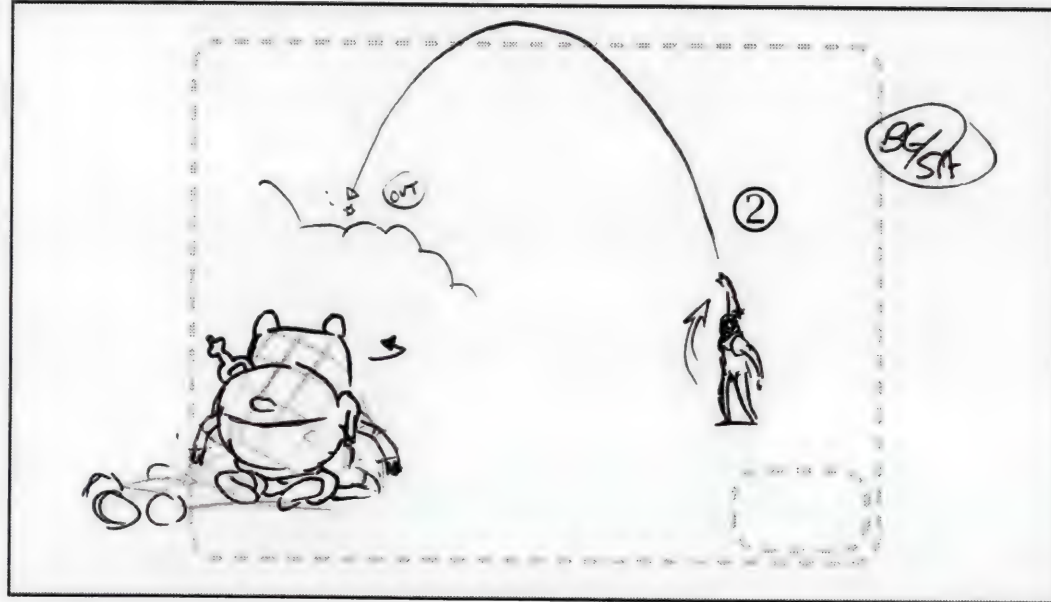
Sc.

44

Pnl. A

Bg.

Page 73  
day night



Dialog:

JAKE: WHAA A 2 2 2 . . . .

Action:

- Susan tosses Jake behind tree-line.

Timing:



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# ADVENTURE TIME



Page **74**

Sc. **44 cont** Pnl. **B**

Bg.

day night



Sc. **45**

Pnl. **A**

Bg.

day night



Dialog:

(F:) Susan...

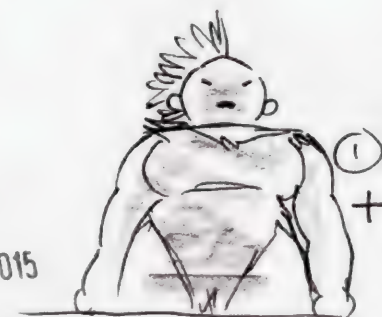
(SUSAN) COMMENCING TARGET →

Action:

- Susan approaches Finn.

Timing:

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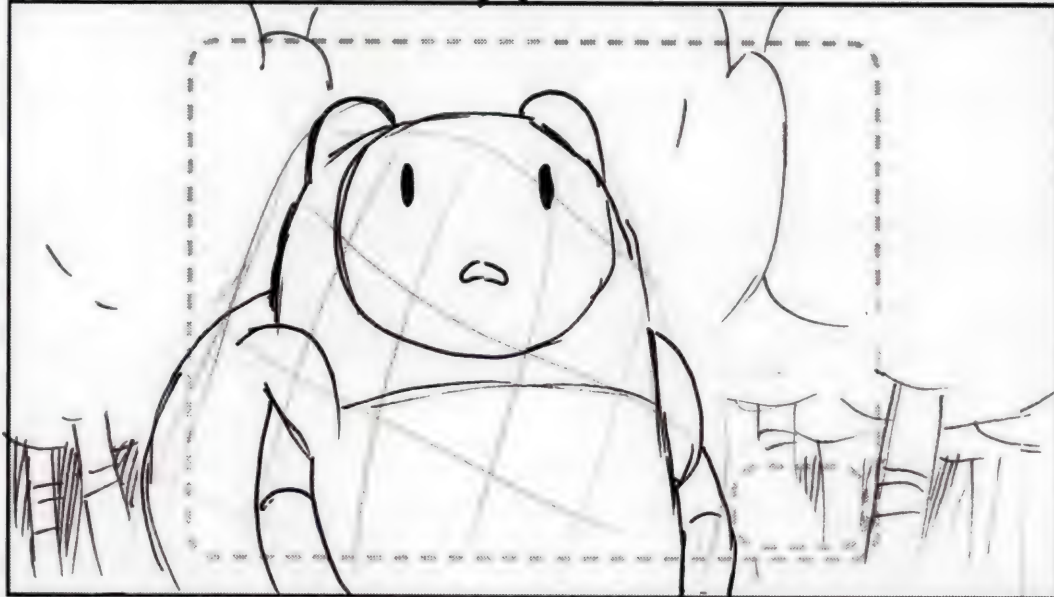
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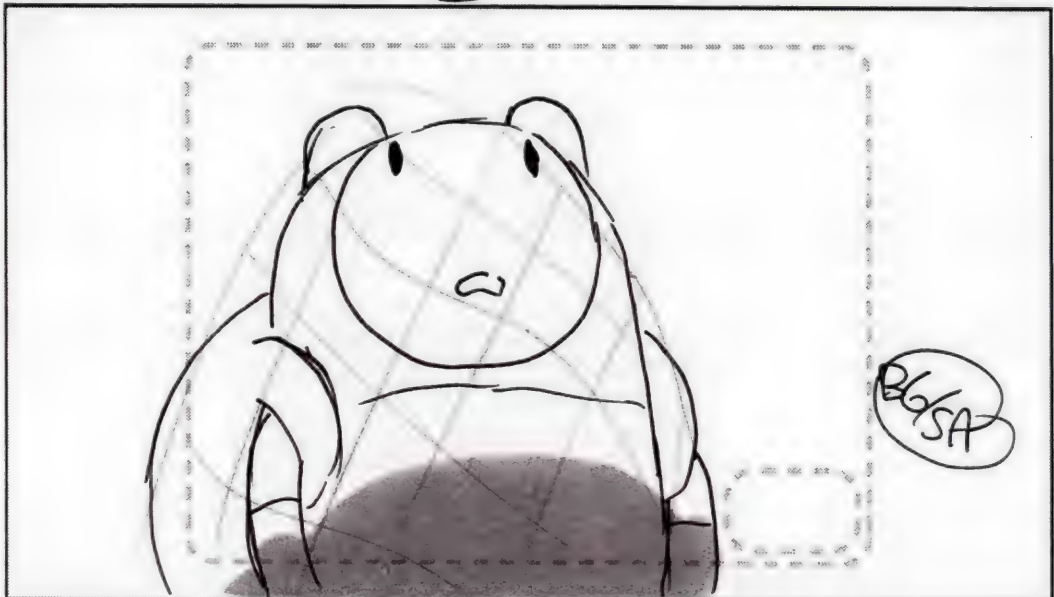
ADVENTURE TIME



Sc. 46 Pnl. A Bg. day night



Sc. 46 cont Pnl. B Bg. day night



Dialog:	(SUSAN) (OS) (CONT) → ENGAGEMENT PROTOCOL
Action:	
Timing:	DEC 17 2015

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Production :

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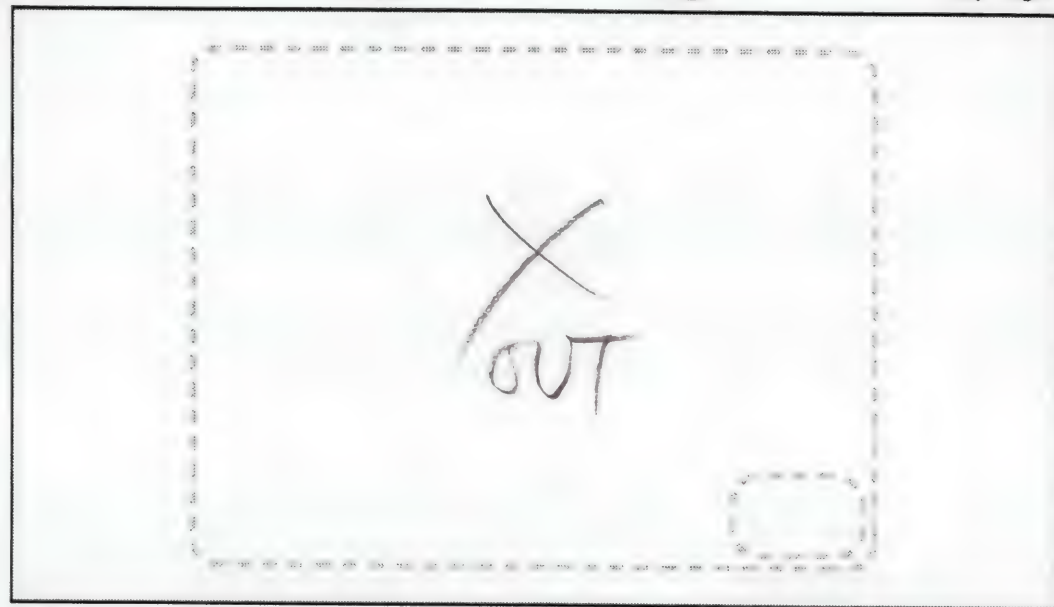
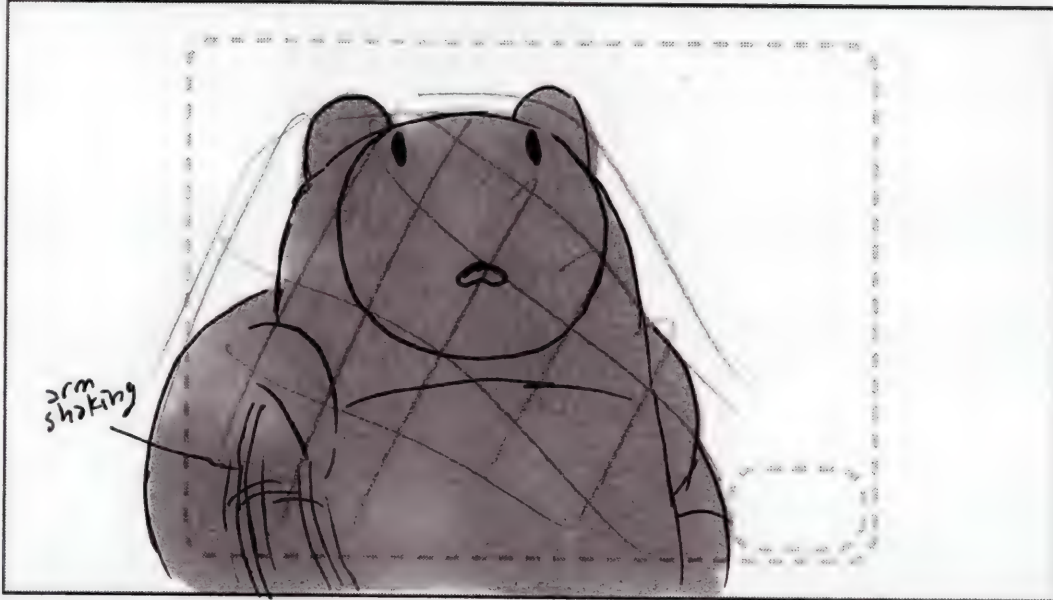
1034/244

# ADVENTURE TIME



Page 76

Sc. 46 cont Pnl. C Bg. day night Sc. Pnl. Bg. day night



Dialog:

Action:

- Finn's arm begins to VIBRATE quickly.

Timing:

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# ADVENTURE TIME



Sc.

46 cont Pnl. D

Bg.

day night



Sc.

47

Pnl.

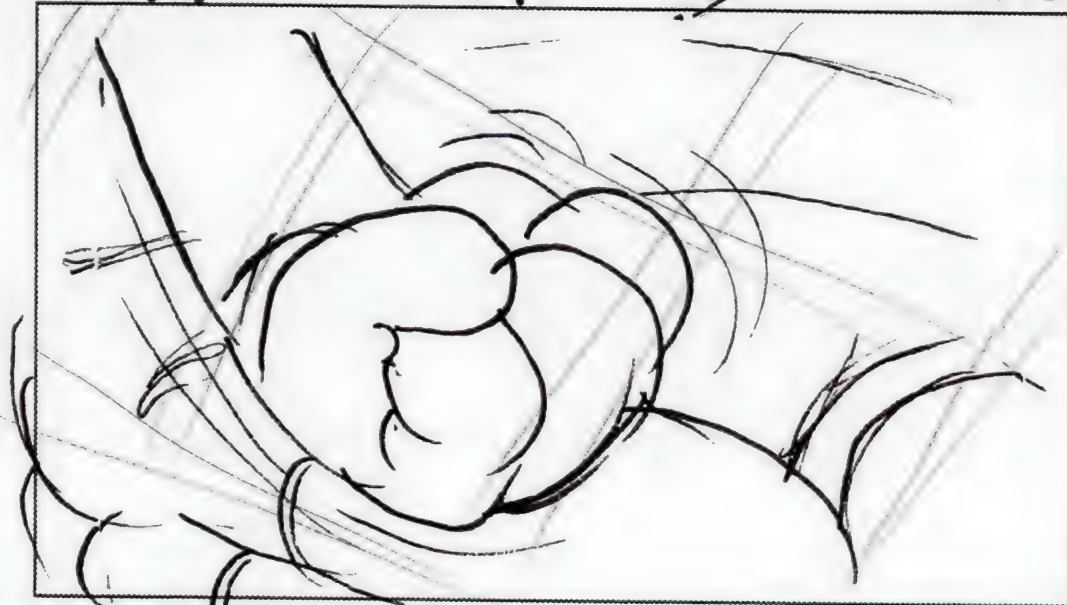
A

Bg.

Page

77

day night



Dialog:

(Finn) (to self) ... grass sword...

Action:

- Finn notices his vibrating arm.

Timing:

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# ADVENTURE TIME

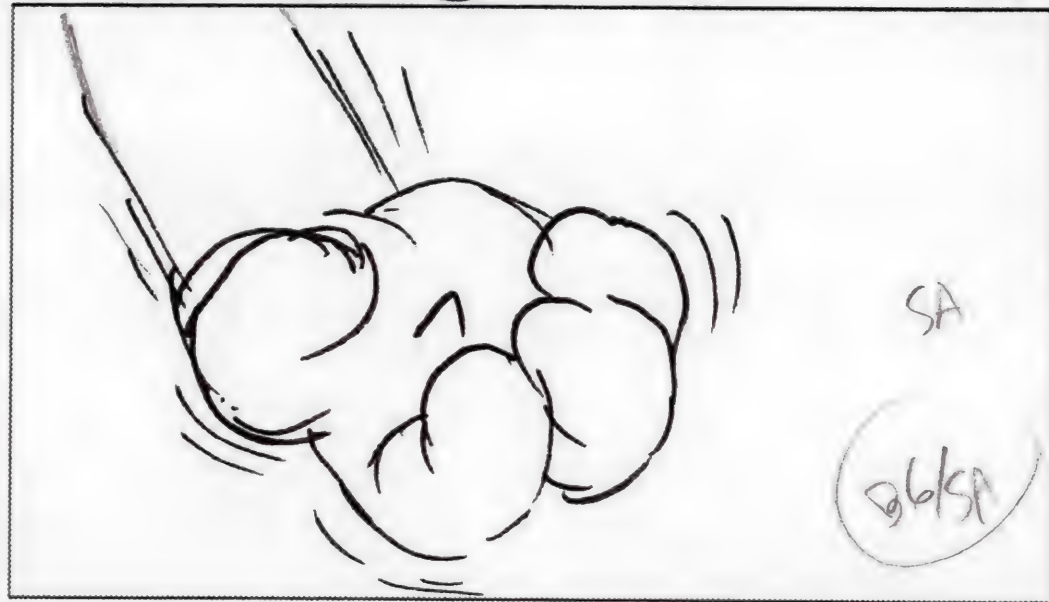


Page **78**  
day night

Sc. **47 cont** Pnl. **B**

Bg.

day night



Sc. **47 cont** Pnl. **C**

Bg.

day night



**SUSAN OS (QUIETER)**

— **INITIATE GRABBING**

— Finn's fist vibrates and slowly, strugglingly, unfurls, revealing angered/activated grass thorn

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# ADVENTURE TIME



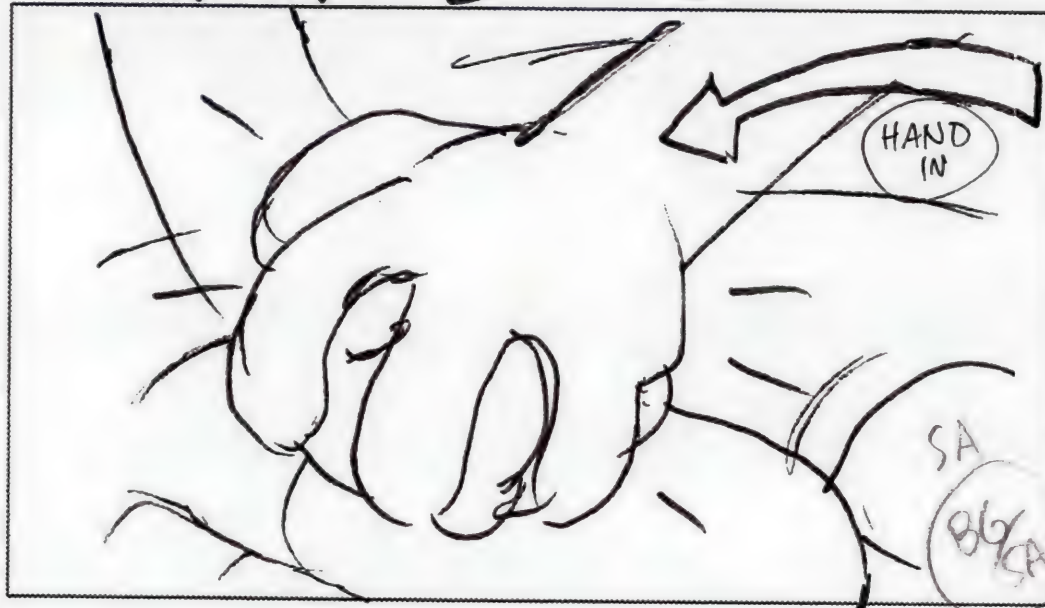
Page **79**  
day night

Sc.

**47 cont** Pnl. **D**

Bg.

day night



Sc.

**48**

Pnl. **A**

Bg.

day night



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EPISODE #

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Production :

Dialog:

(F.) OS NO

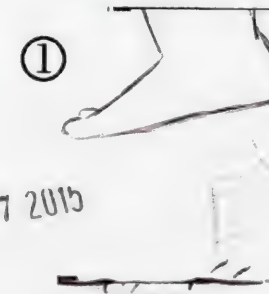
Action:

- Finn slams his fist shut.

Timing:

① (F:) Susan's our Friend -

①: Finn speaks  
②: FOOT IN



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# ADVENTURE TIME



Page **80**

Sc. **48 contnl. B**

Bg.

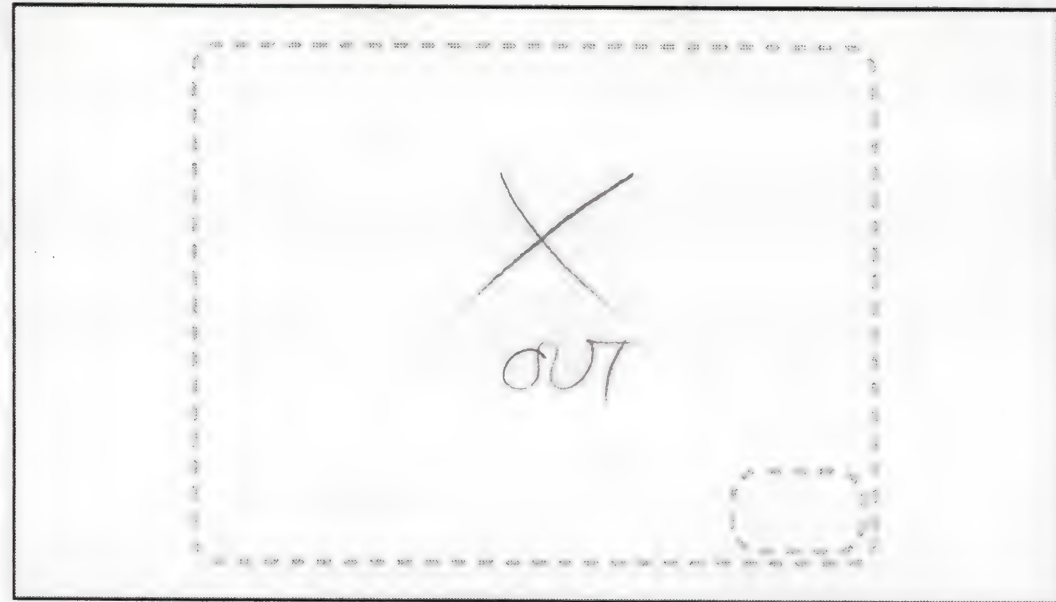
day night

Sc.

Pnl.

Bg.

day night



Dialog:

**BANANA GUARD** (OS) Uh, hey...  
excuse me...

Action:

- Finn looks up after "Uh, hey",  
at Airborne BANANA GUARD.

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Timing:

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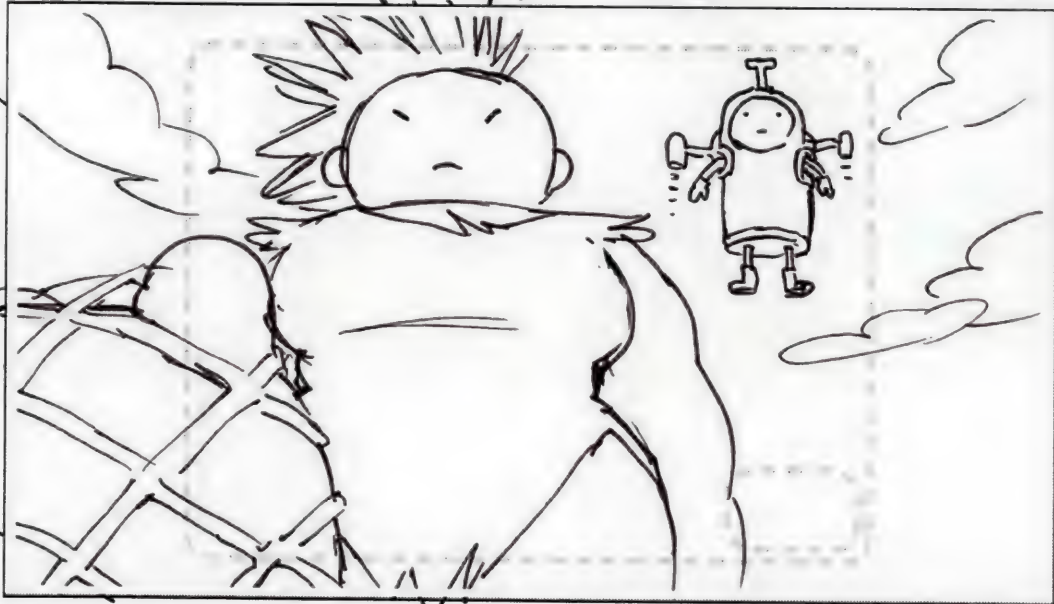
1034/244

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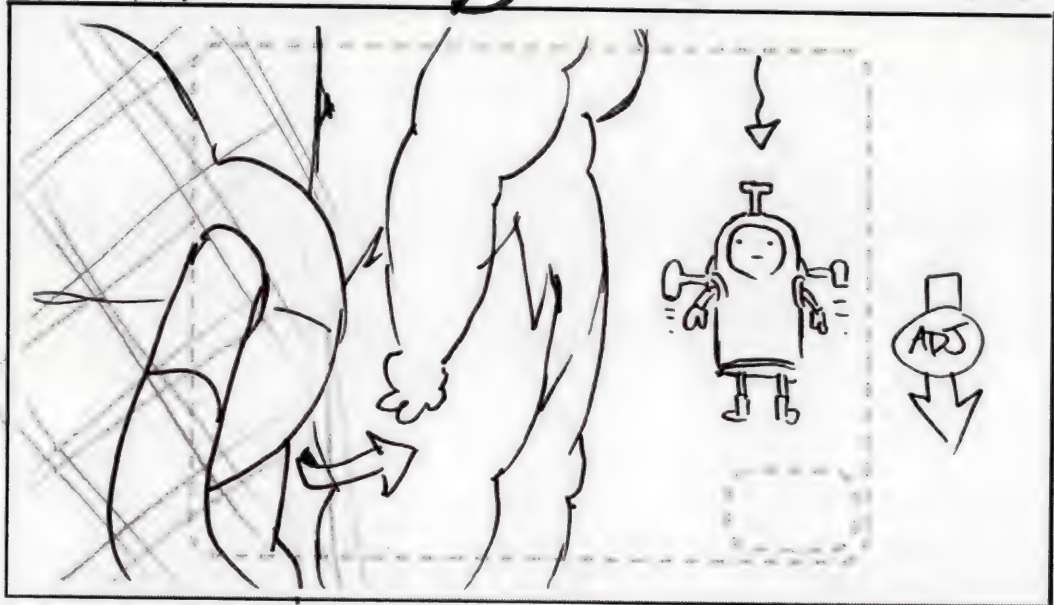
ADVENTURE TIME



Sc. 49 Pnl. A Bg. day night



Sc. 49 cont. Pnl. B Bg. day night



Dialog:

Action: - Susm looks at BANANA GUARD

Timing:



- GUARD descends.  
- PAN w/ BG DEC 17 2015

Production :

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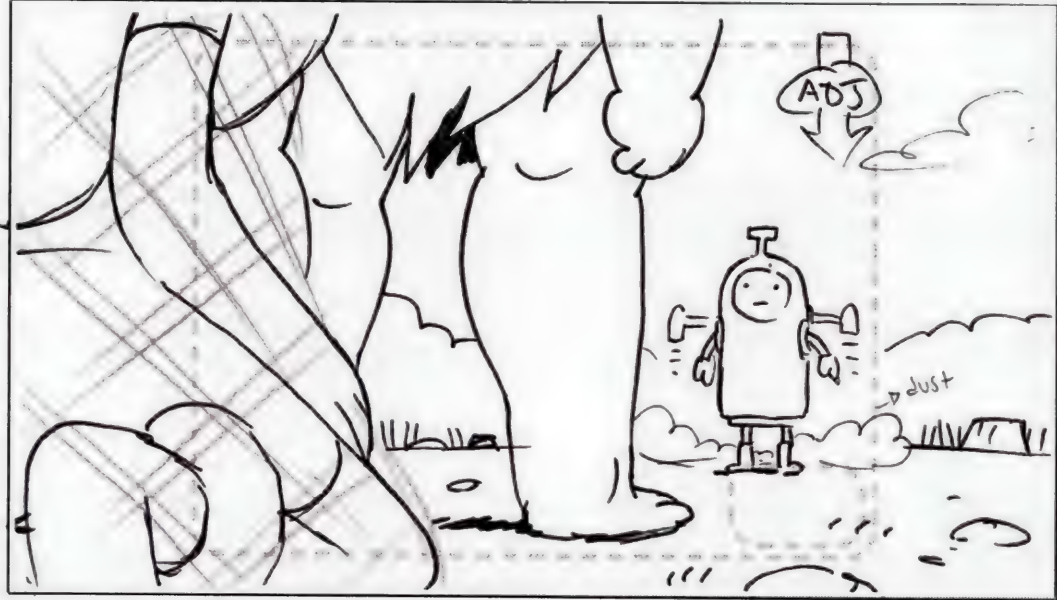
1034/244

# ADVENTURE TIME

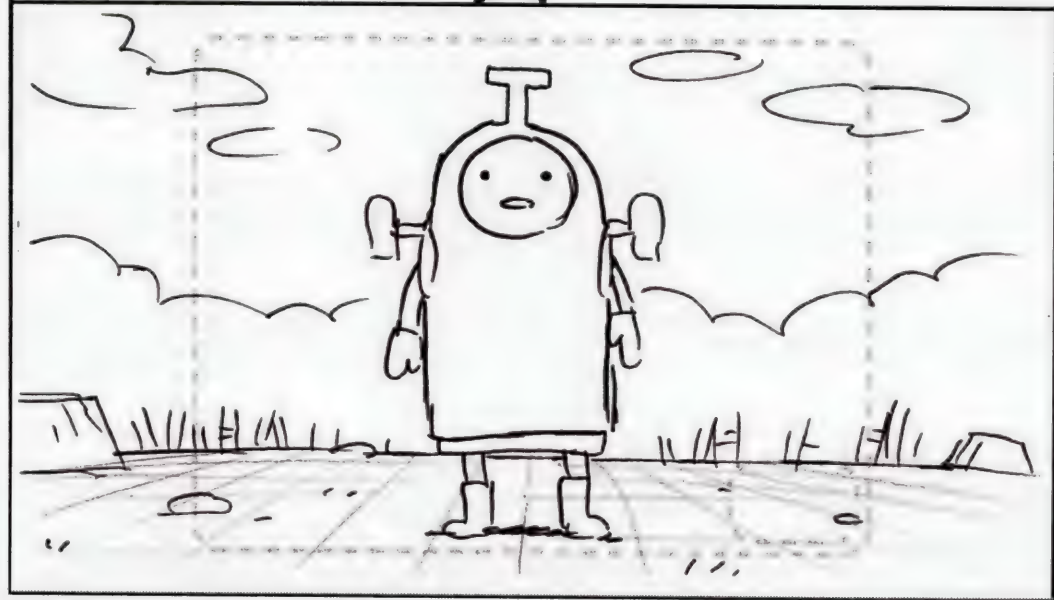


Page **82**

Sc. **49 cont** Pnl. **C** Bg. day night



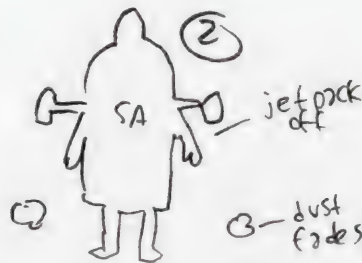
Sc. **50** Pnl. **A** Bg. day night



Dialog:

**BG:** Have any of you seen m →

Action:



Timing:

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Production :

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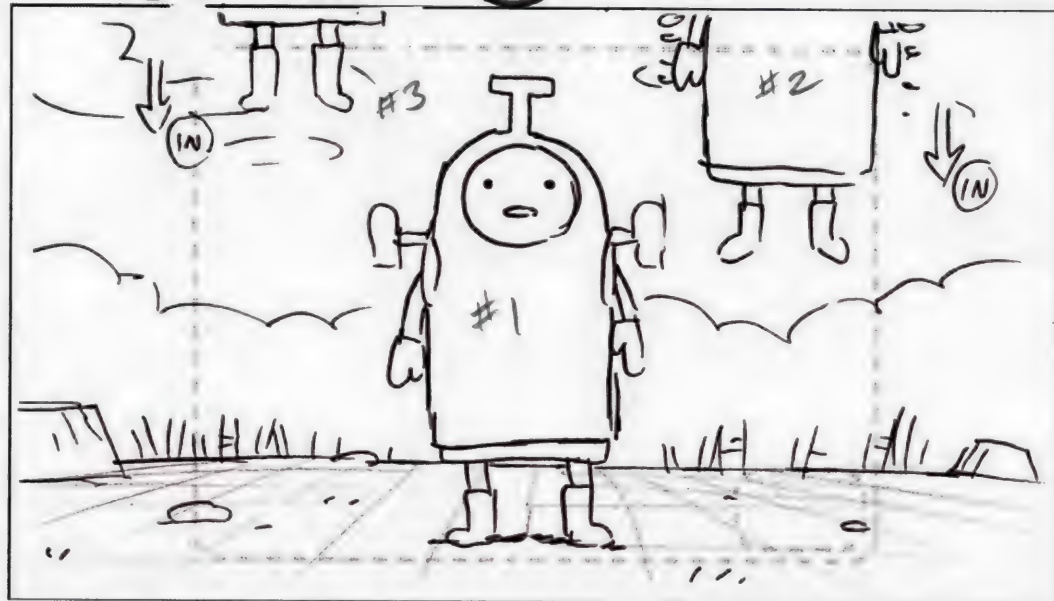


# ADVENTURE TIME

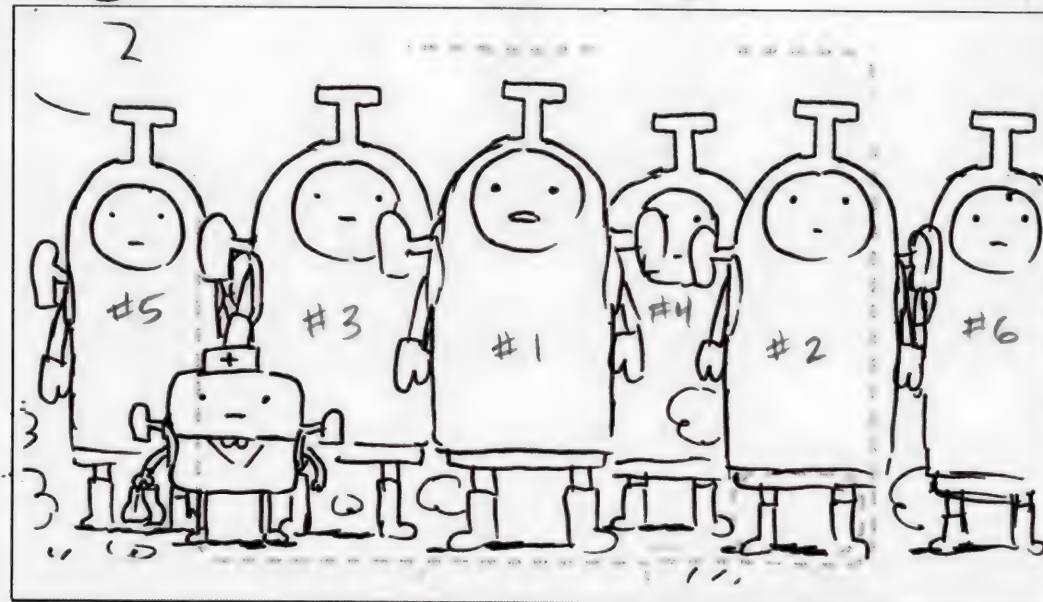


Page **83**

Sc. **50 cont** Pnl. **B** Bg. day night



Sc. **50 cont** Pnl. **C** Bg. day night

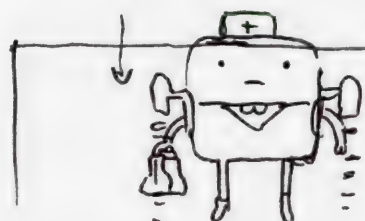


Dialog: (BG) → electric eel around here? → (BG) → we're supposed to catch an electric eel.

(ALT): There's supposed to be an Electric Eel.

Action: - other Banana Guards slowly land.

Timing:



Nurse Poundcake in last.

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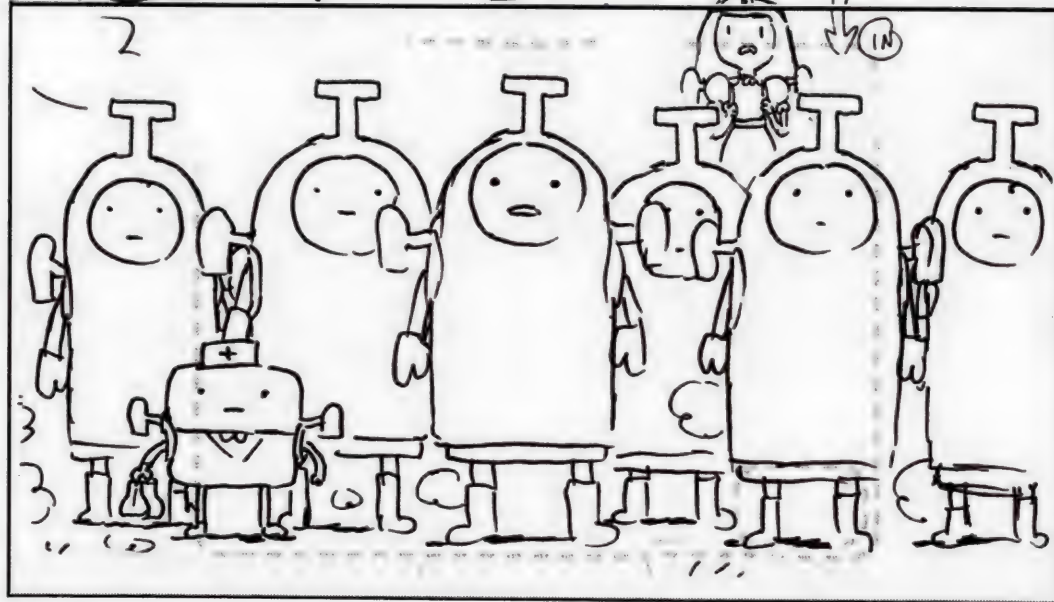
1034/244

# ADVENTURE TIME

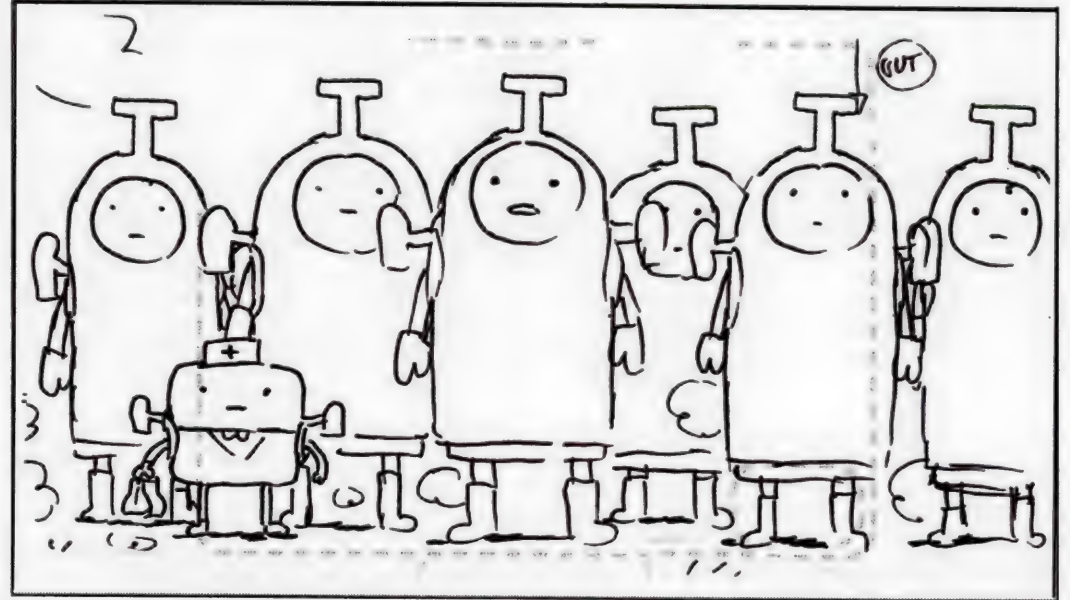


Page **84**

Sc. **50 cont** Pnl. **D** Bg. day night



Sc. **50 cont** Pnl. **E** Bg. day night



Dialog:

Action: - PB lands behind  
GUARDS.

Timing:



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Production :

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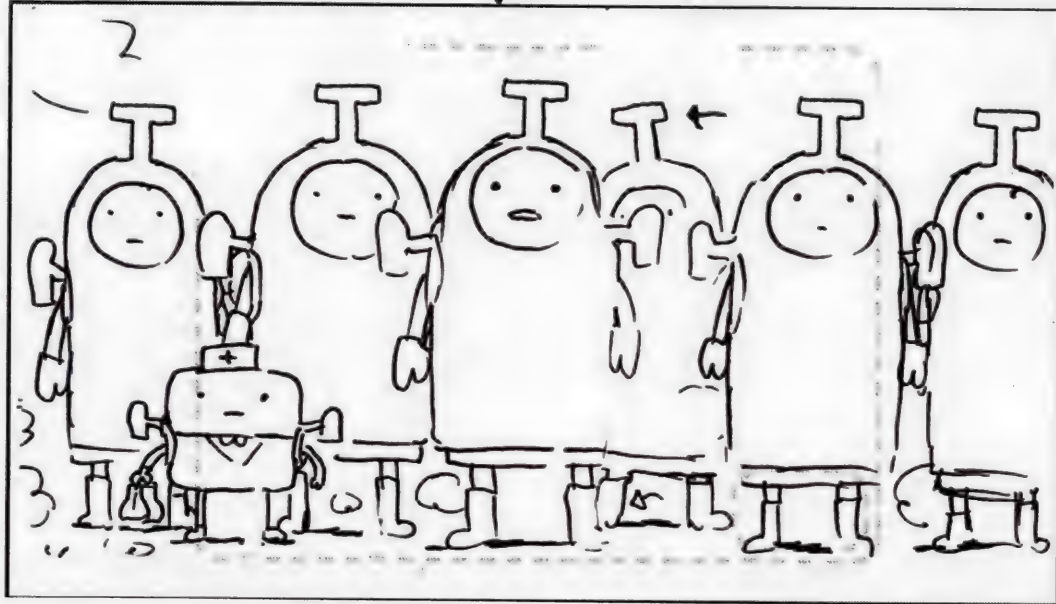


# ADVENTURE TIME

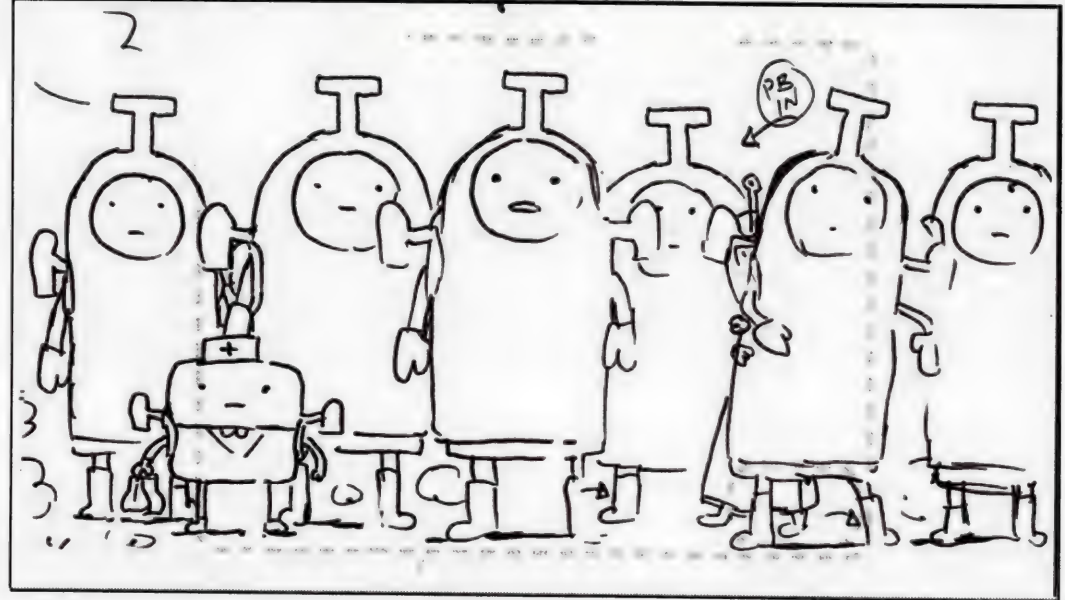


Page **85**

Sc. **50 cont** Pnl. **F** Bg. day night



Sc. **50 cont** Pnl. **G** Bg. day night



Dialog:

**(PB:)** \* mmf mf \* [pushing through crowd]

Action:

- PB pushes through crowd of GUARDS.

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Timing:

EPISODE #

Production :

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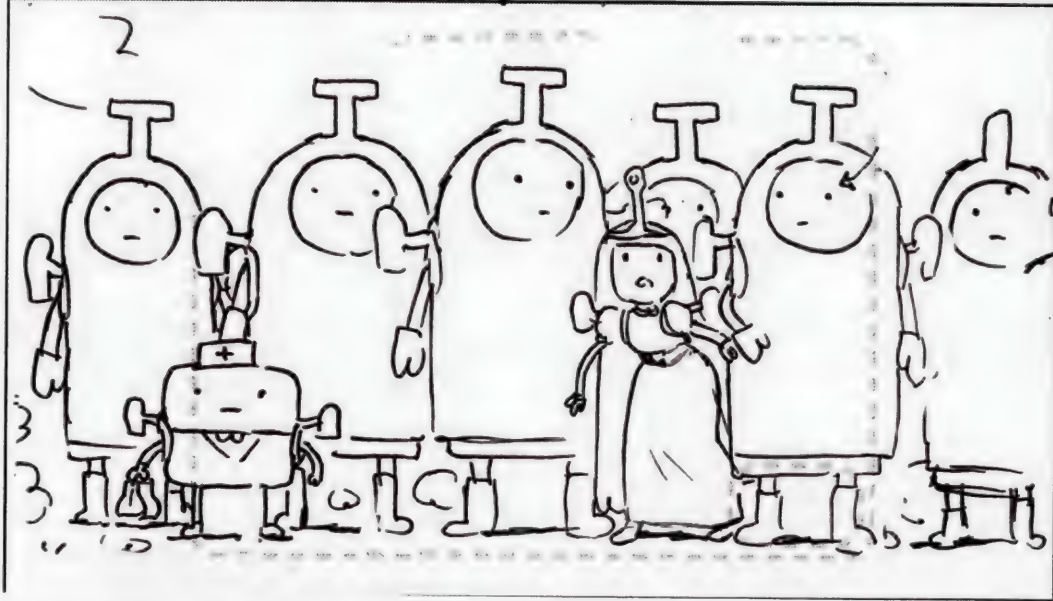
1034/244

# ADVENTURE TIME

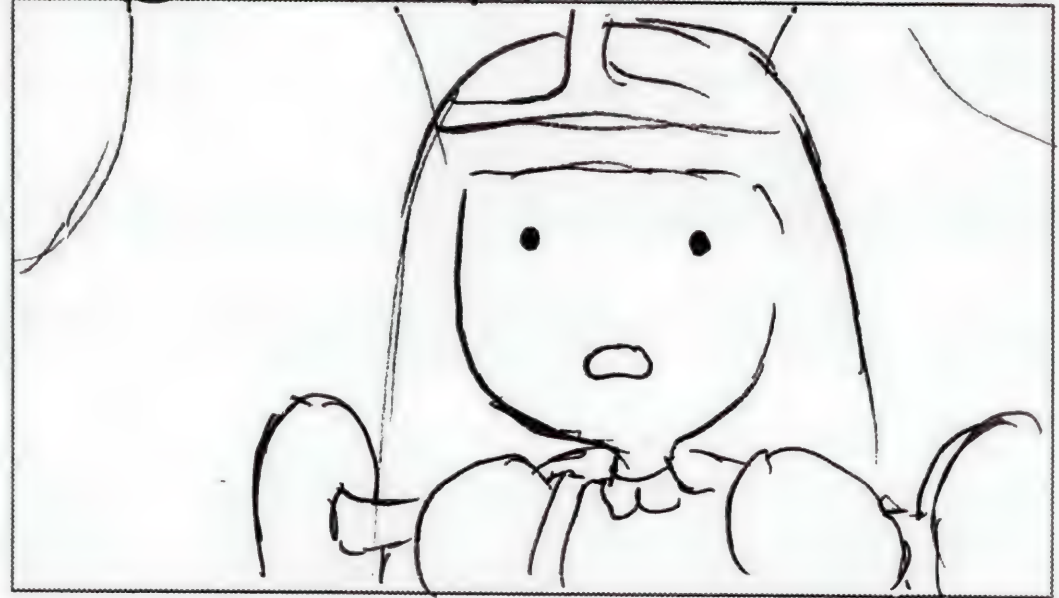


Page **86**

Sc. **50 cont** Pnl. **H** Bg. day night



Sc. **51** Pnl. **A** Bg. day night



Dialog:	(PB:) Finn!	(PB:) What the heck is going on here?
Action:		
Timing:		

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Production :

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# ADVENTURE TIME

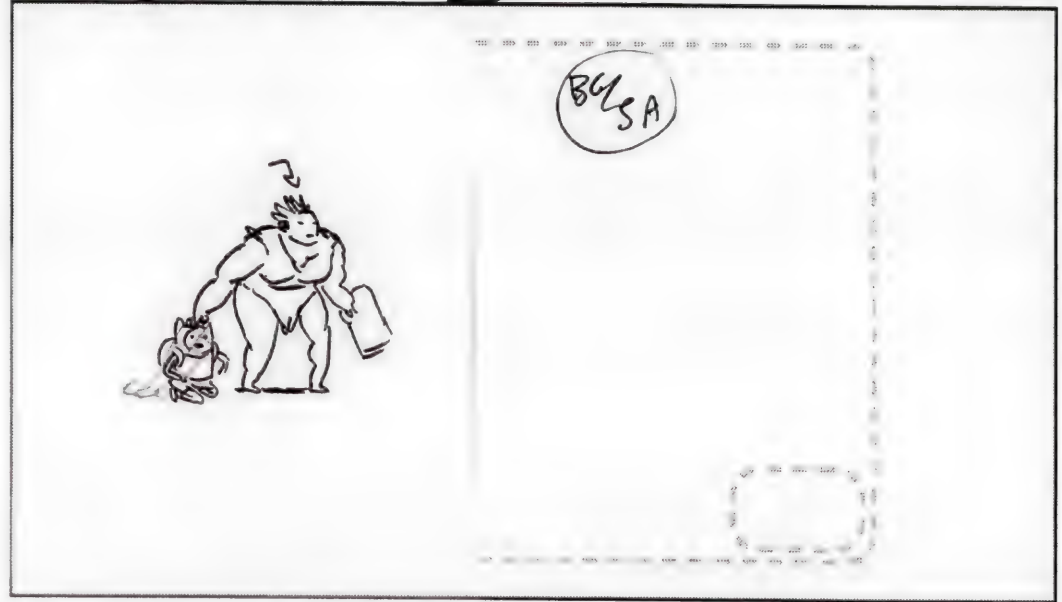


Page **87**  
day night

Sc. **52** Pnl. **A** Bg. day night



Sc. **52 cont** Pnl. **B** Bg. day night



Dialog: (F:) Oh - man - listen, there's  
Some thing really wrong  
with Susan - several things →

(F:) → even.

Action:

- SUSAN GRABS NET.

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Timing:



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Production :

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# ADVENTURE TIME

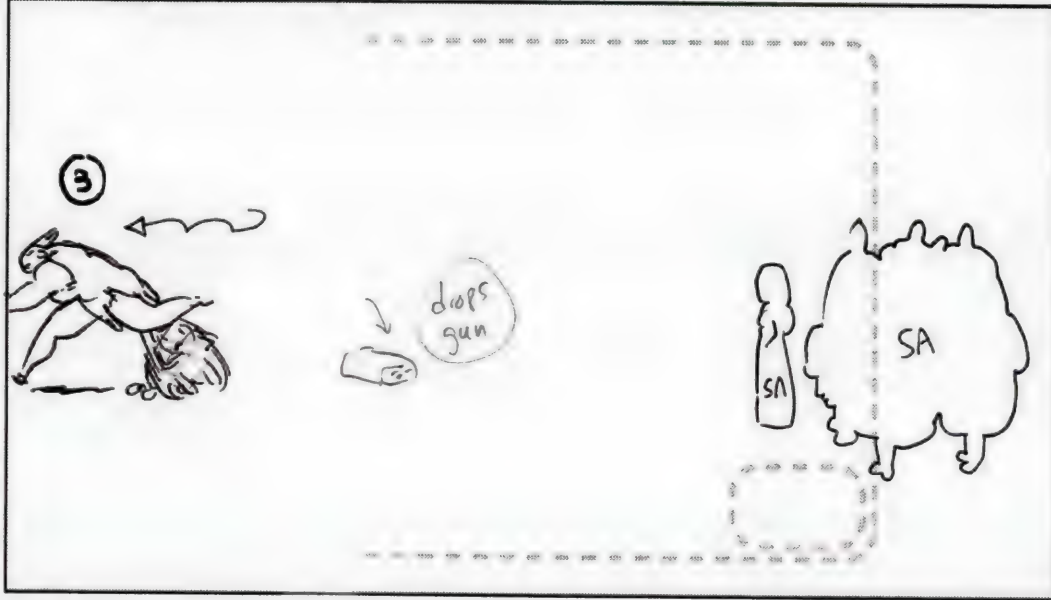


Page **88**

Sc. **52 cont** Pnl. **C**

Bg.

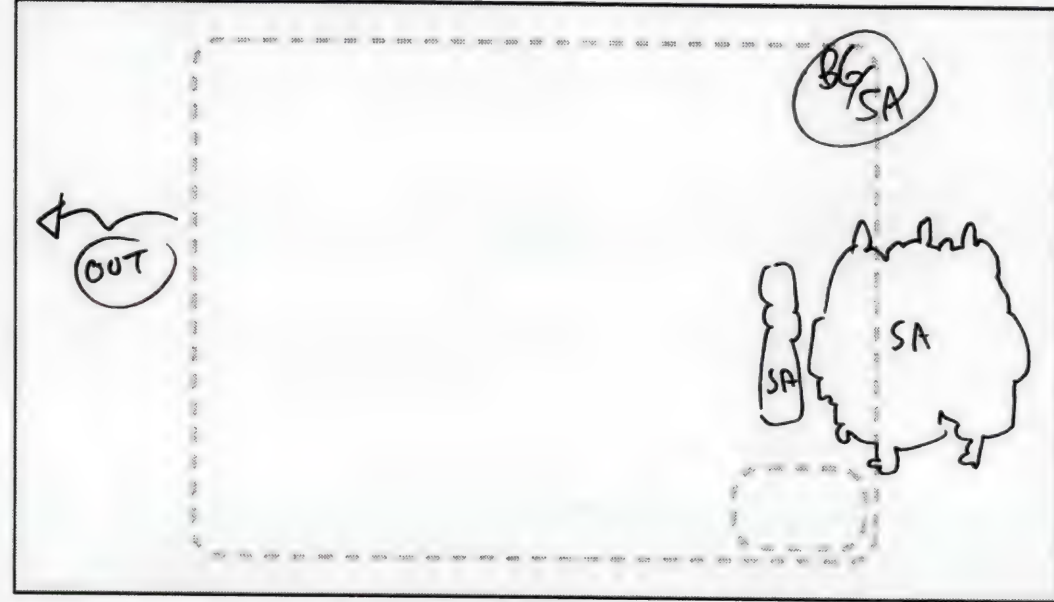
day night



Sc. **52 cont** Pnl. **D**

Bg.

day night



Dialog:

(FINN:) Hey!

Action: - SUSAN runs off, carrying Finn, dropping NET GUN.

Timing:



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# ADVENTURE TIME



Sc.

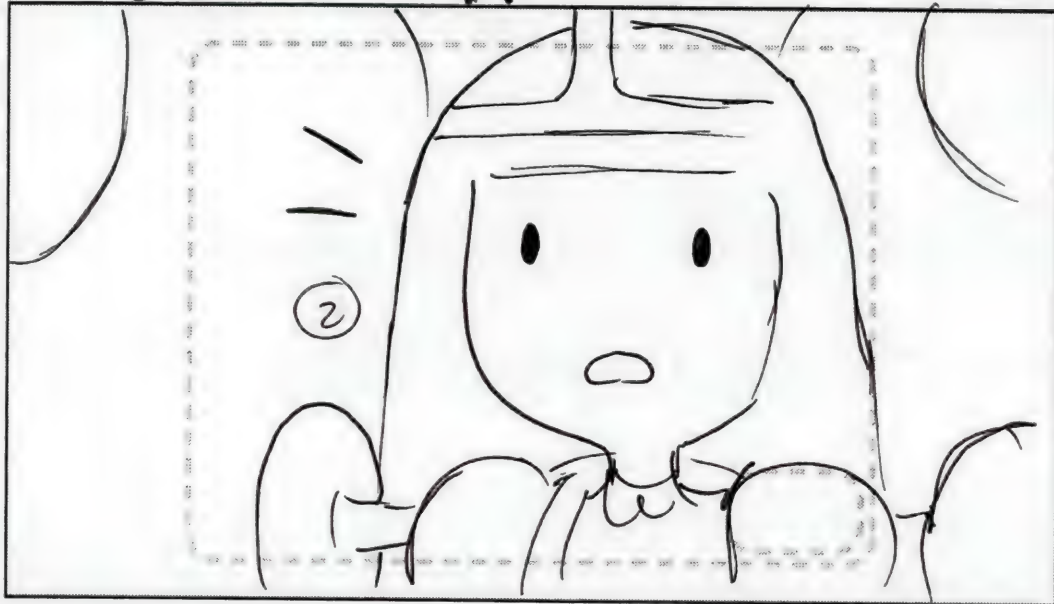
53

Pnl.

A

Bg.

day night



Sc.

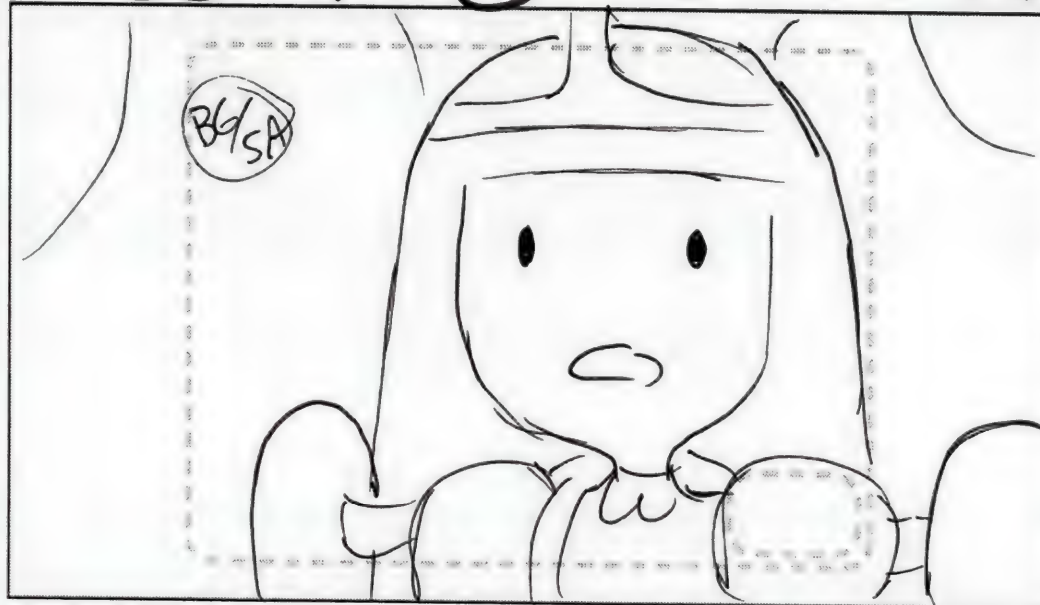
53 cont

Pnl.

B

Bg.

day night



Dialog:

(PB) What?

Action:

Timing:



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# ADVENTURE TIME



Page 90

Sc. Pnl. Bg. day night

Sc. 54 Pnl. A Bg. day night

Dialog:

Action:

Timing:

② Ok, New plan guys -  
go save  
Fim

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# ADVENTURE TIME



Page **91**

Sc.

**54 cont Pnl. B**

Bg.

day night



Sc.

**54 cont Pnl. C**

Bg.

day night



Dialog:

Action:

- BANANA GUARDS take off out of shot .

Timing:



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# ADVENTURE TIME

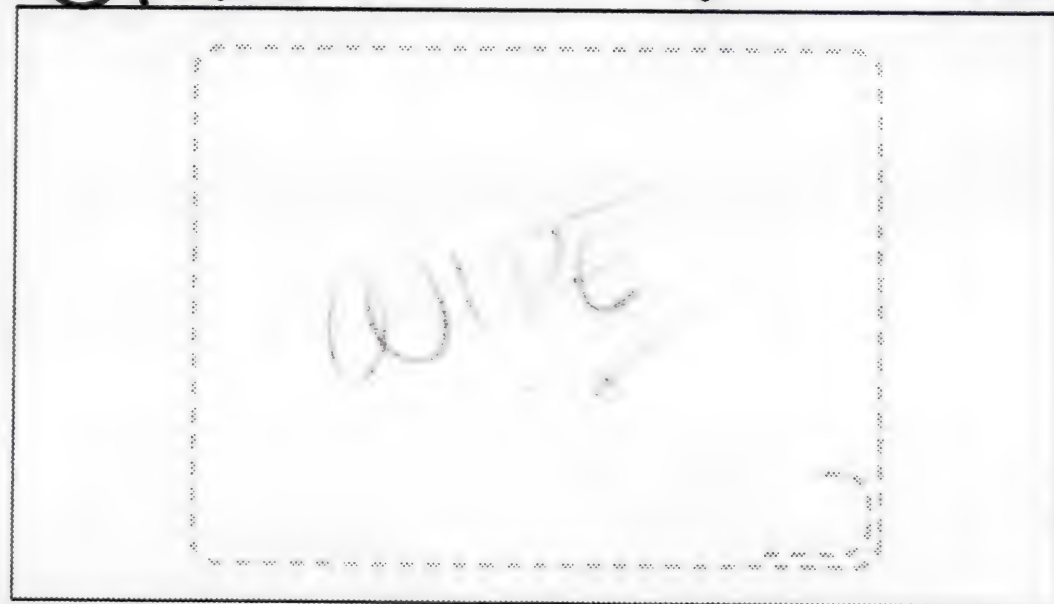


Page **92**

Sc. **54 cont** Pnl.

Bg.

day night

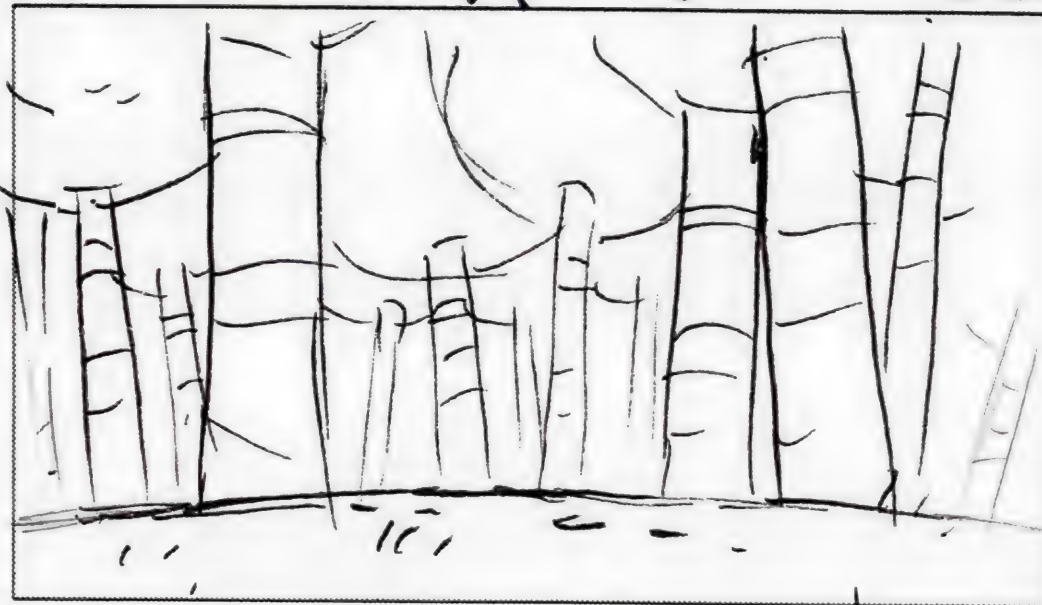


Sc. **55**

Pnl. **A**

Bg.

day night



Dialog:

Action:

Timing:

- COTTON CANDY FOREST

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Production :

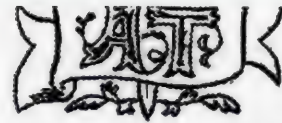
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# ADVENTURE TIME



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Sc. **55 cont** Pnt. **B** Bg. day night

2

Sc. **55 cont** Pnt. **C** Bg. day night

6

Dialog:

(FX:) BUNK (F:) oof oof AAAHH!!

Action:

- Susan runs so fast through forest that she careens off a tree

Timing:

3 4 5 6

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# ADVENTURE TIME



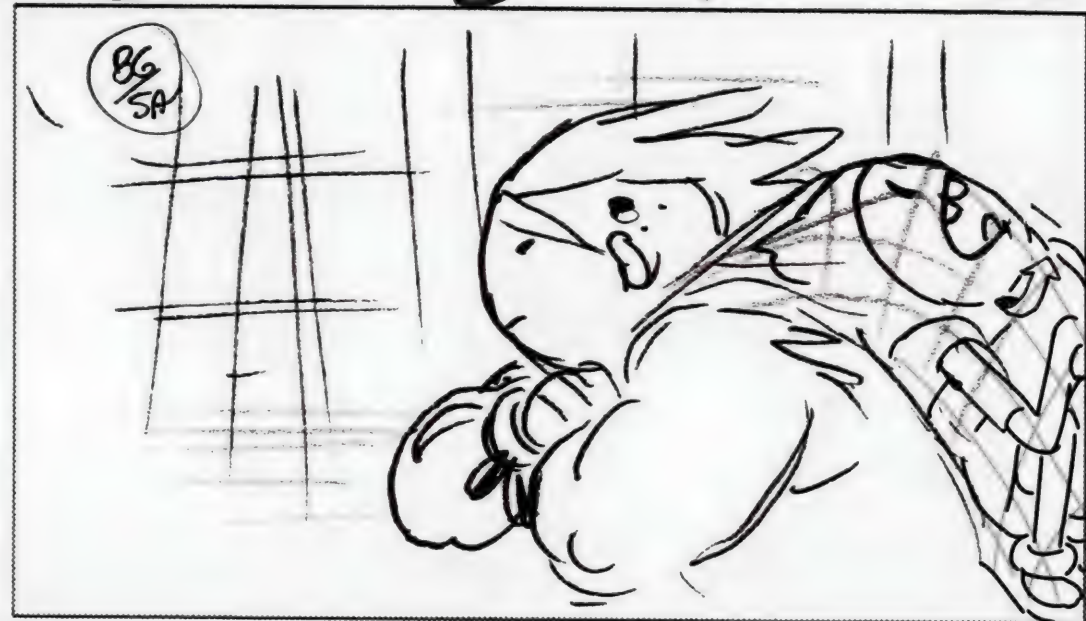
94

Page

Sc. 56 Pnl. A Bg. day night



Sc. 56 cont Pnl. B Bg. day night



Dialog:

Actio



Timin

FOREGROUND TREES  
WHOOSH BY

(F:) SUSAN! STOP  
SUSAN!!! WHAT ARE YOU DOING!  
HELP! JAKE  
ANYBODY!  
HELP ME!

- SUSAN RUNS through woods.

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# ADVENTURE TIME

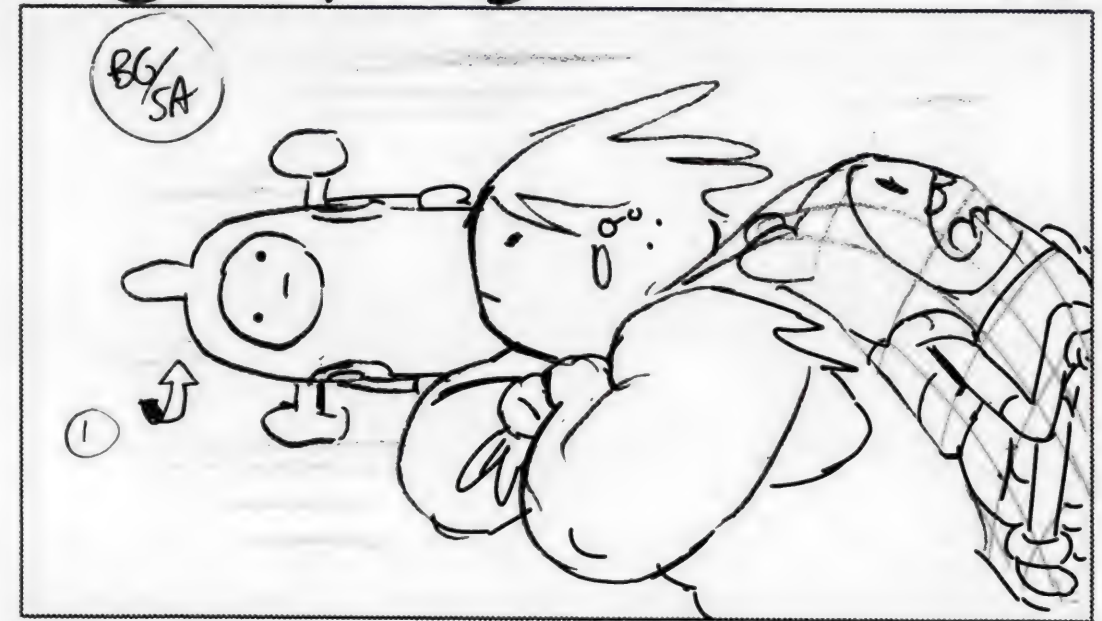


Page **95**

Sc. **56 cont** Pnl. **C** Bg. day night



Sc. **56 cont** Pnl. **D** Bg. day night



Dialog:	<p>(FINN): PRINCESS!! SOMEBODY! HELP!!</p>	<p>(F:)(YELLING)</p>
Action:		
Timing:	<p>- flying GUARD slows down alongside SUSAN</p>	<p>① Banana Guard faces susan ② Susan looks at Banana Guard.</p>



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Production :

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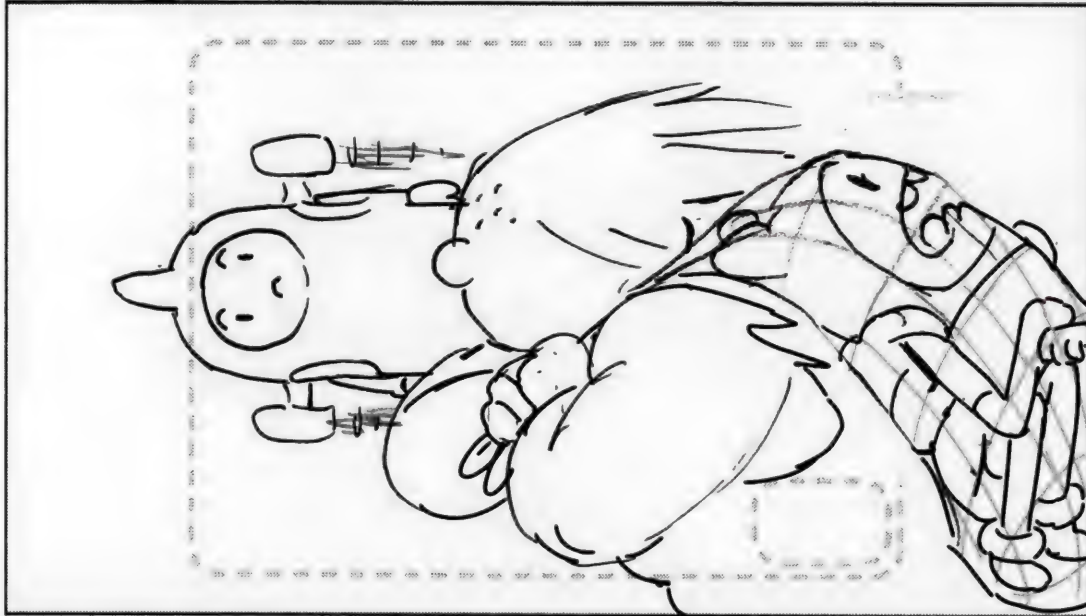
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# ADVENTURE TIME

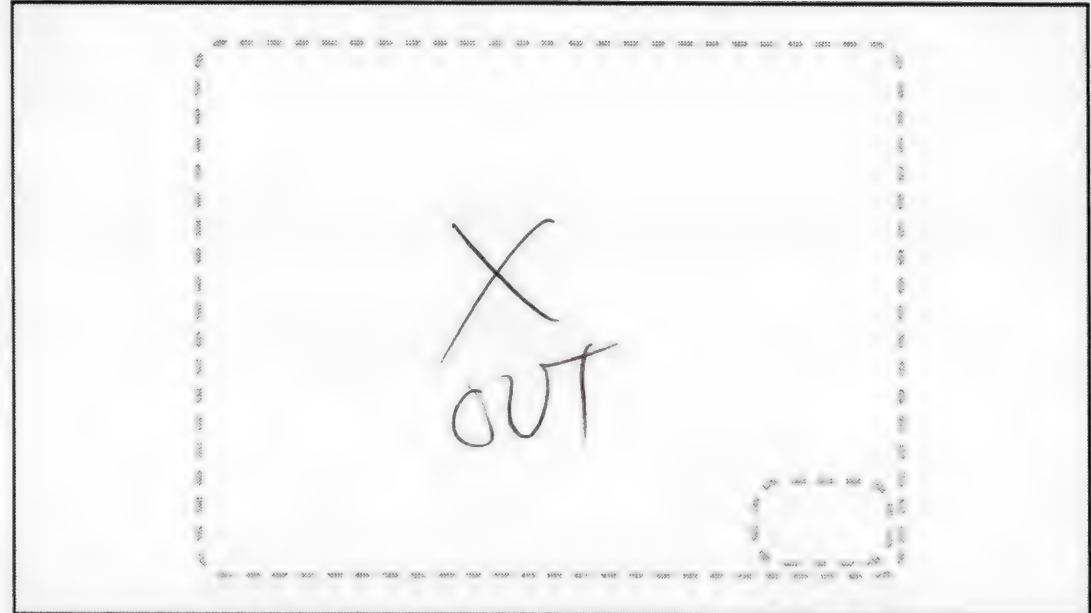


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Sc. **56 cont** Pnl. **E** Bg. day night



Sc. Pnl. Bg. day night



Dialog:

← (FINN YELLING THROUGHOUT SCENE) →

Action:

- Banana guard gets freaked out/flustered 2+ being noticed.

Timing:

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# ADVENTURE TIME

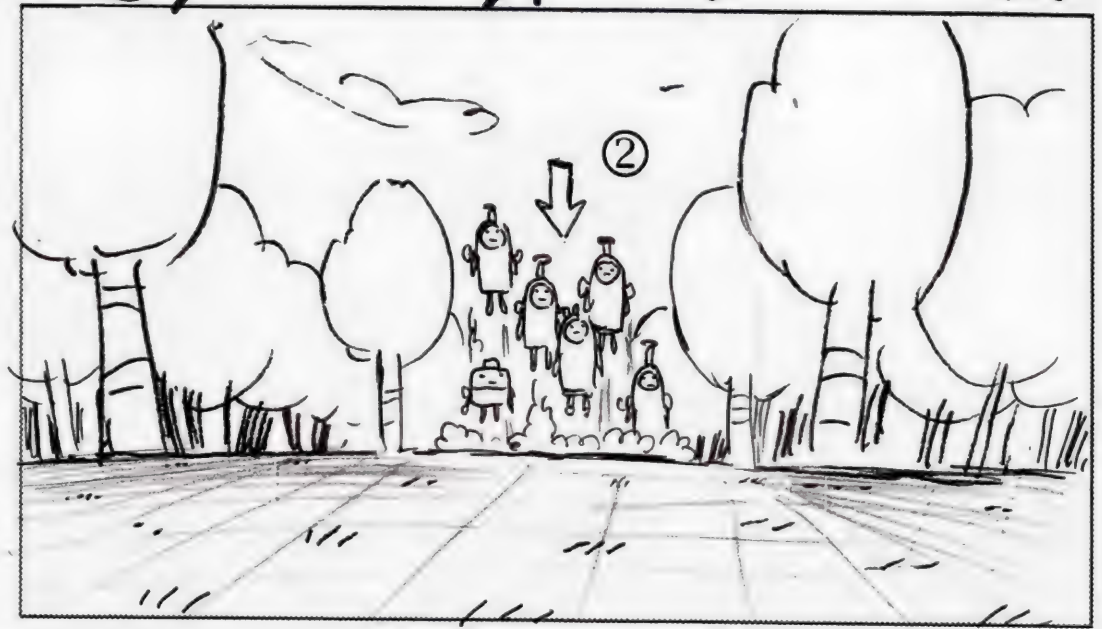


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Sc. **56 cont** Pnl. **F** Bg. day night



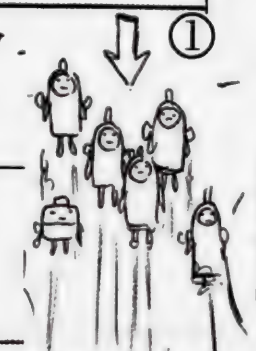
Sc. **57** Pnl. **A** Bg. day night



Dialog:  
**(F) A A A A H H H / /**  
**H E E L L L P P P / /**

Action:  
 - Bmo guard speeds out of shot.  
 - Bmo guards land in clearing.

Timing:  
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# ADVENTURE TIME



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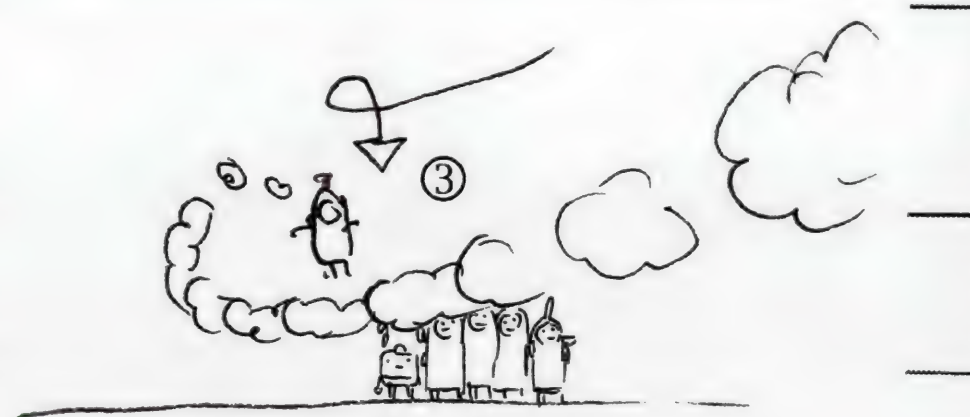
Sc. **57 cont** Pnl. **B** Bg. day night



Sc. **57 cont** Pnl. **C** Bg. day night



Dialog:	
Action:	-LAST BG FLIES ON/S IN A SPIRAL
Timing:	



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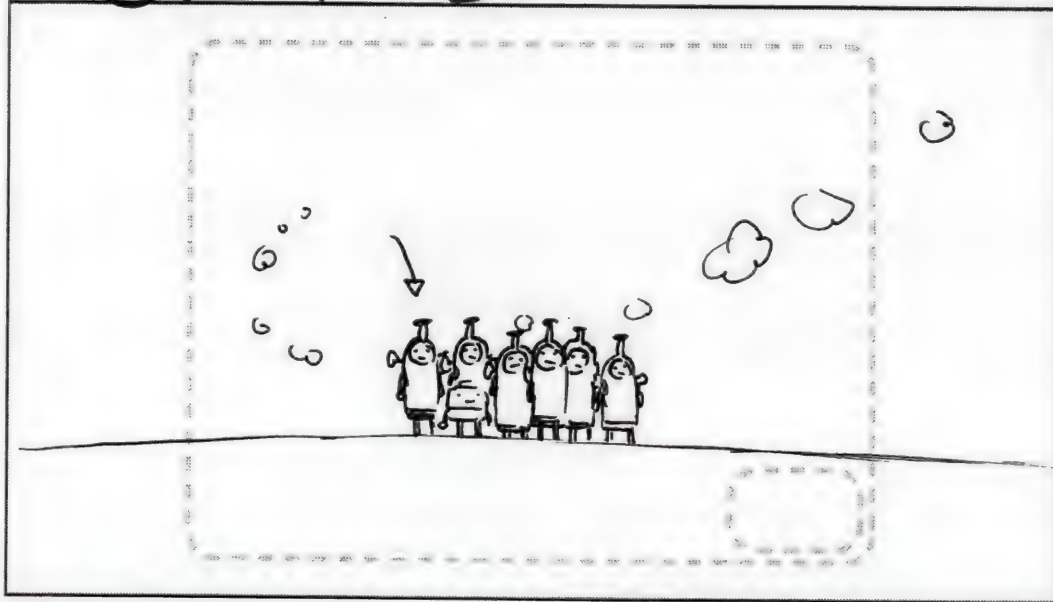


# ADVENTURE TIME

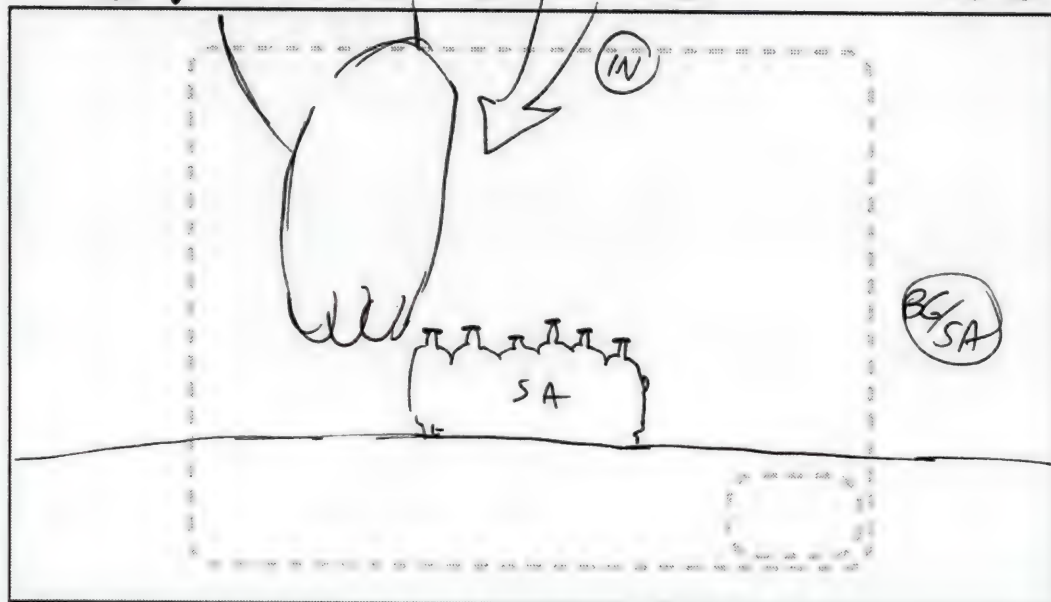


Page **99**

Sc. **57 cont** Pnl. **D** Bg. day night



Sc. **57 cont** Pnl. **E** Bg. day night



Dialog:

Action:

- LAST BG LANDS

- Susan steps into frame.

Timing:

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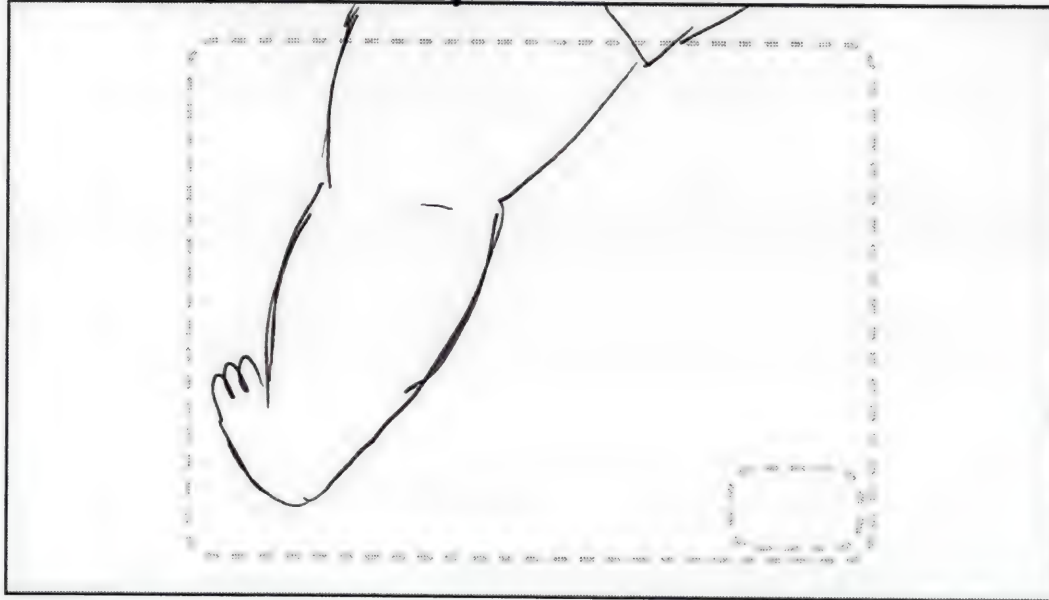


Sc.

57 cont Pnl. F

Bg.

day night

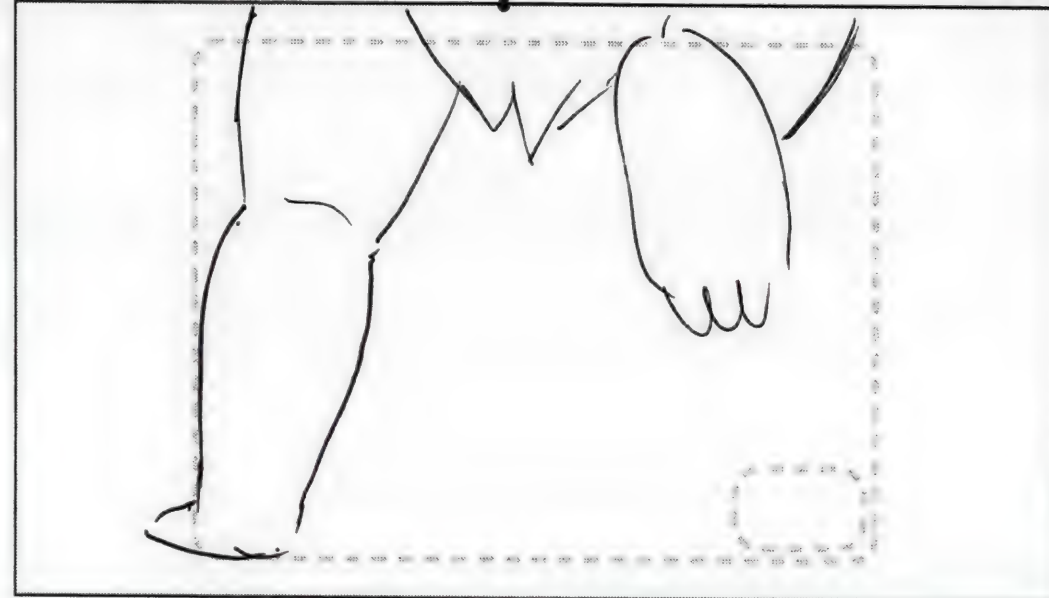


Sc.

57 cont Pnl. G

Bg.

day night



Dialog:

Action:

Timing:

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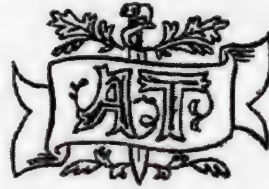
Production :

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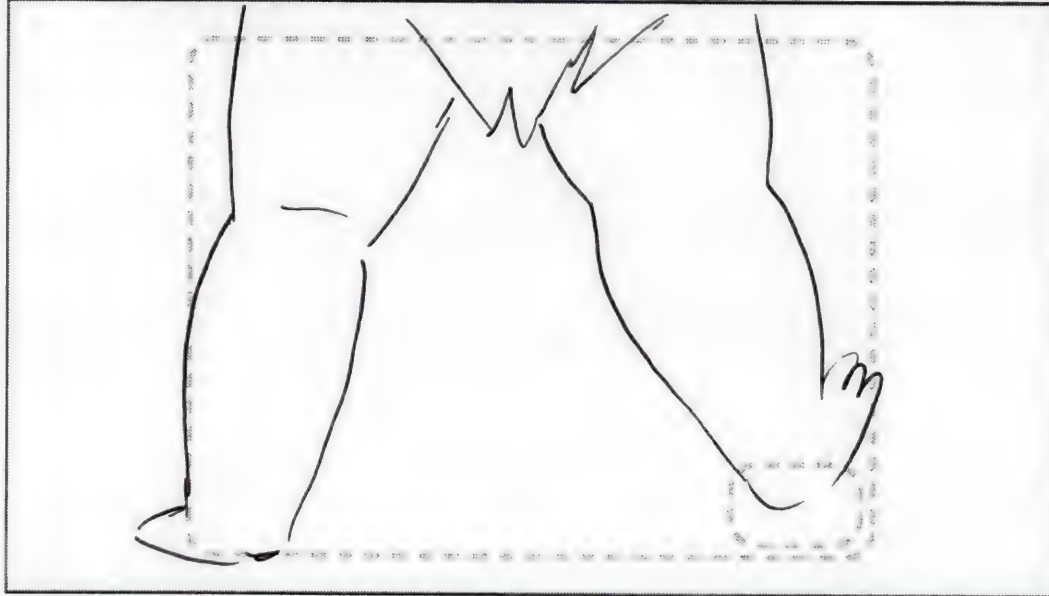


ADVENTURE TIME

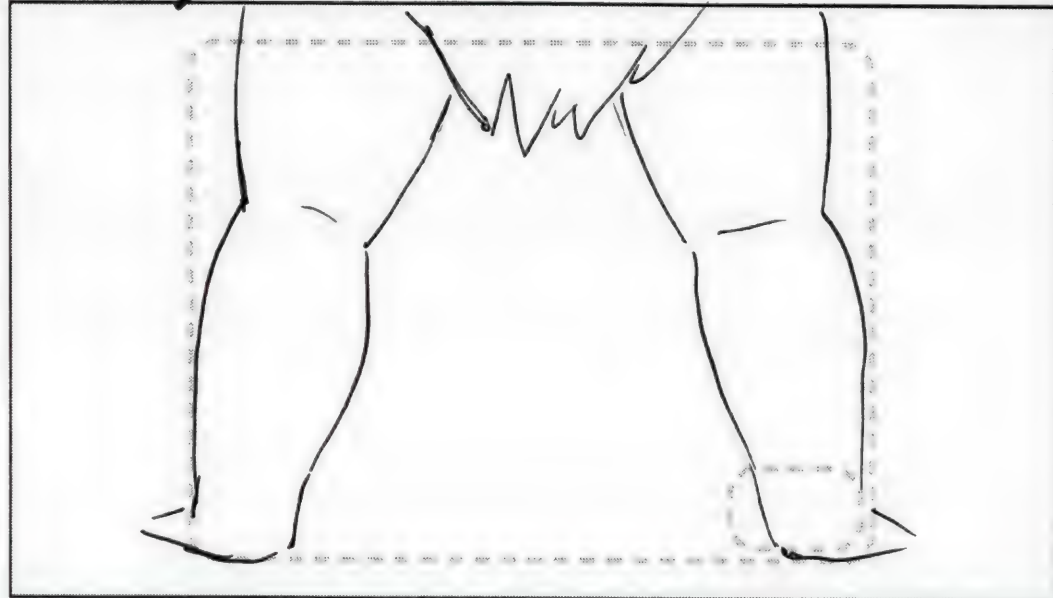


Page **101**

Sc. **57 cont** Pnl. **H** Bg. day night



Sc. **57 cont** Pnl. **I** Bg. day night



Dialog:

Action:

↑  
This looks weird to me  
but I don't know how to fix it  
-TOM

Timing:

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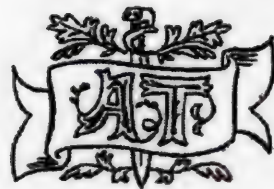
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Production :

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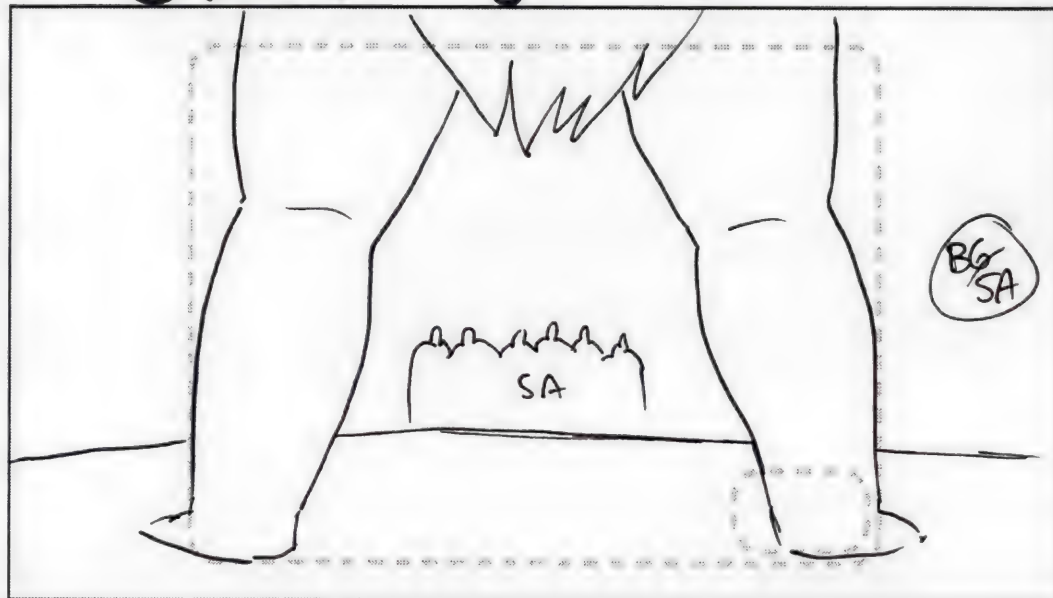
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# ADVENTURE TIME

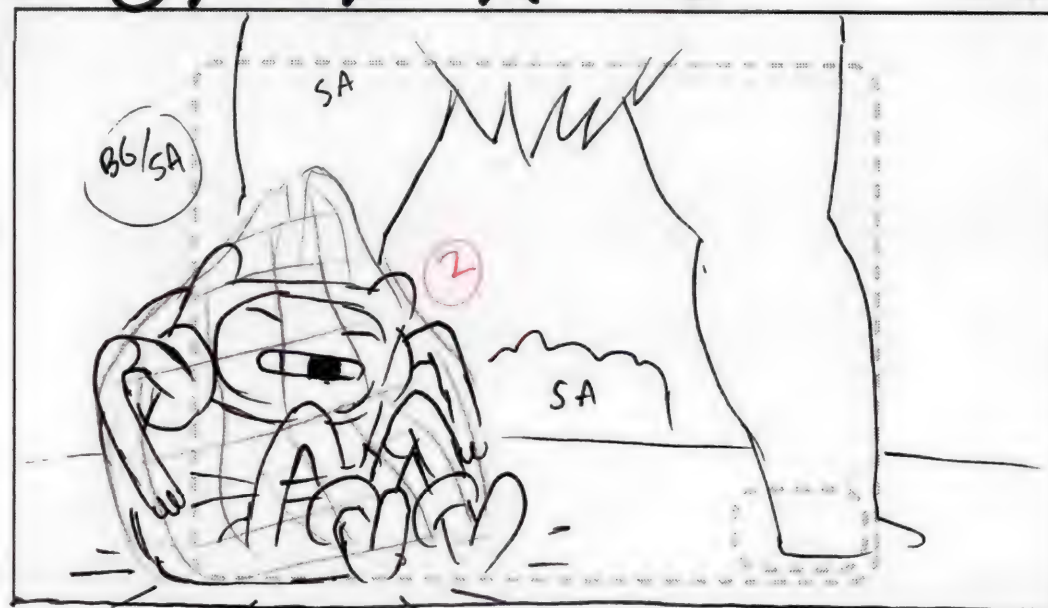


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Sc. **57 cont** Pnl. **J** Bg. day night



Sc. **57 cont** Pnl. **K** Bg. day night

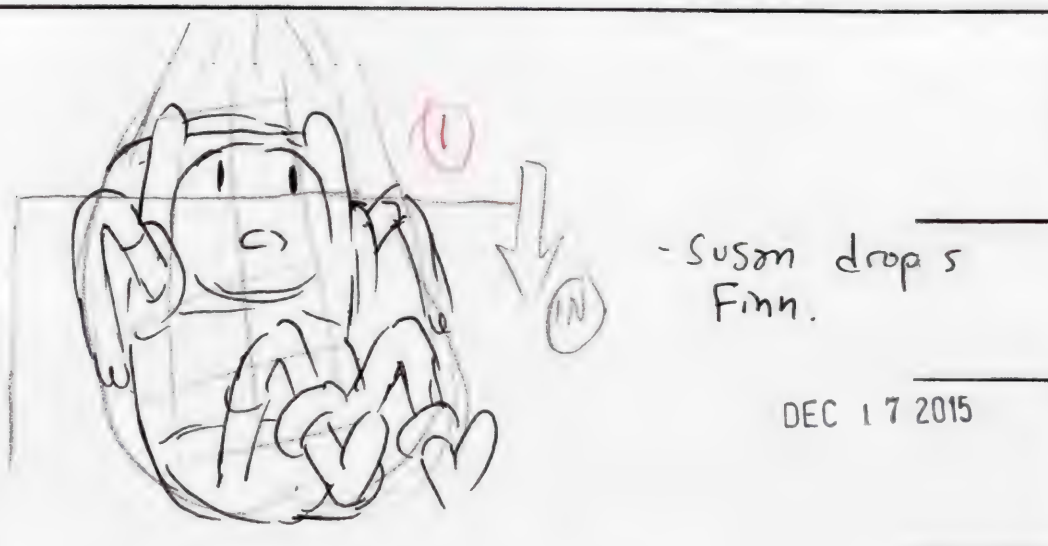


Dialog:

- BEAT -

Action: - HOLD for a beat as susan/guards regard one another in STAND OFF.

Timing:



- Susan drops Finn.

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# ADVENTURE TIME

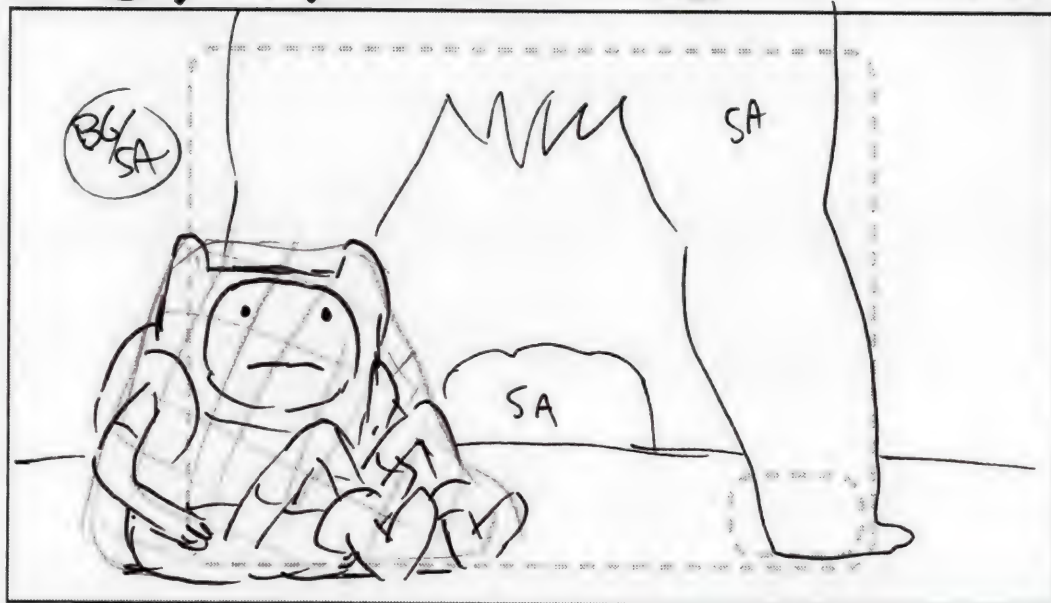


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Sc. **57 cont** Pnl. **L**

Bg.

day night

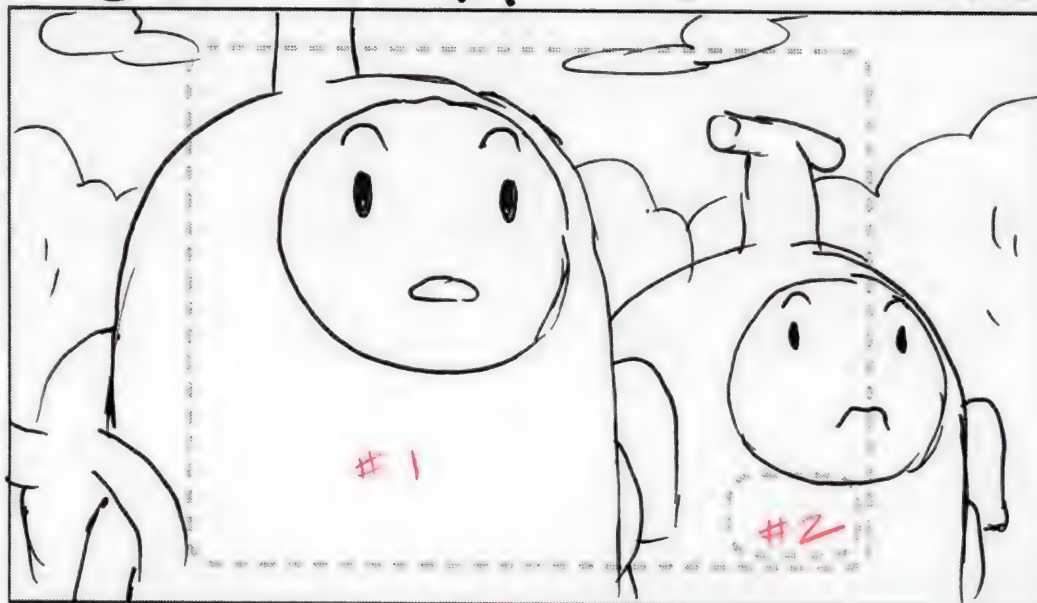


Sc. **58**

Pnl. **A**

Bg.

day night



Dialog:

(BG:) Uh... let's all just...  
(faltering,  
scared)

Action:

Timing:

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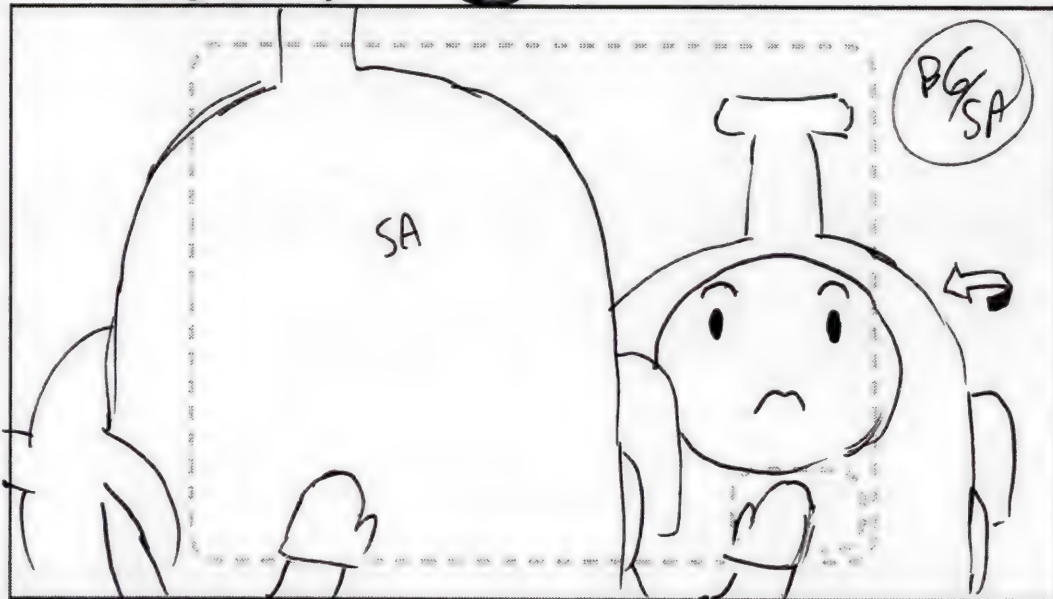
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# ADVENTURE TIME



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Sc. **58 cont** Pnl. **B** Bg. day night



Sc. **59** Pnl. **A** Bg. day night



Dialog:	(B6) (cont) → take it easy, okay?	(B6) (OS) um... no one has to get hurt... *GULP*
Action:	- susan squints slowly	
Timing:	<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 40px; height: 20px; border-radius: 50%;"></div> <div style="border: 1px solid black; width: 40px; height: 20px; border-radius: 50%;"></div> <div style="border: 1px solid black; width: 40px; height: 20px; border-radius: 50%;"></div> </div>	

EPISODE # **1034-244**  
**1034/244**

Production :

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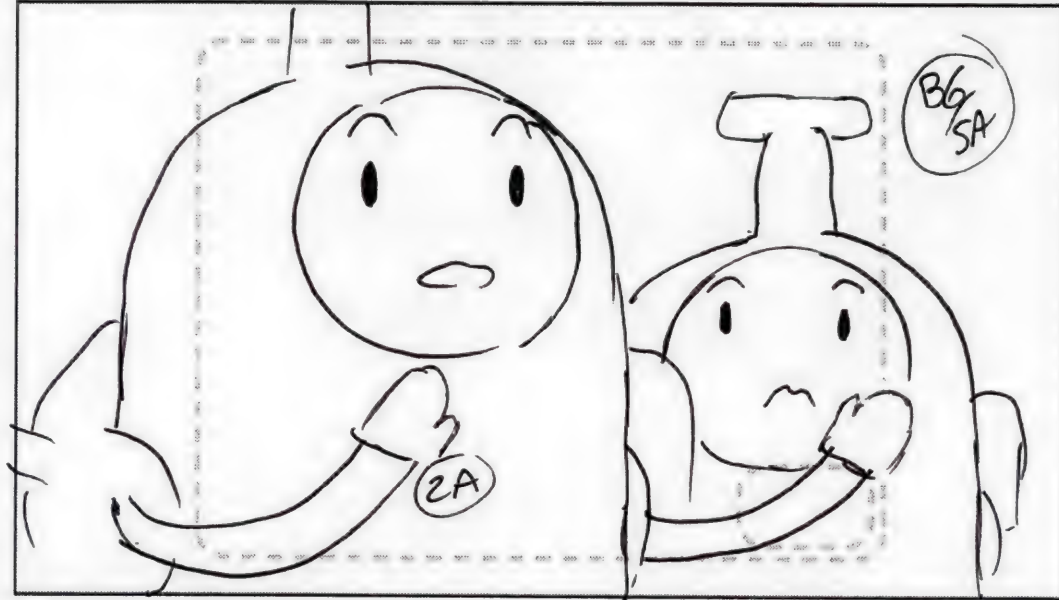


# ADVENTURE TIME

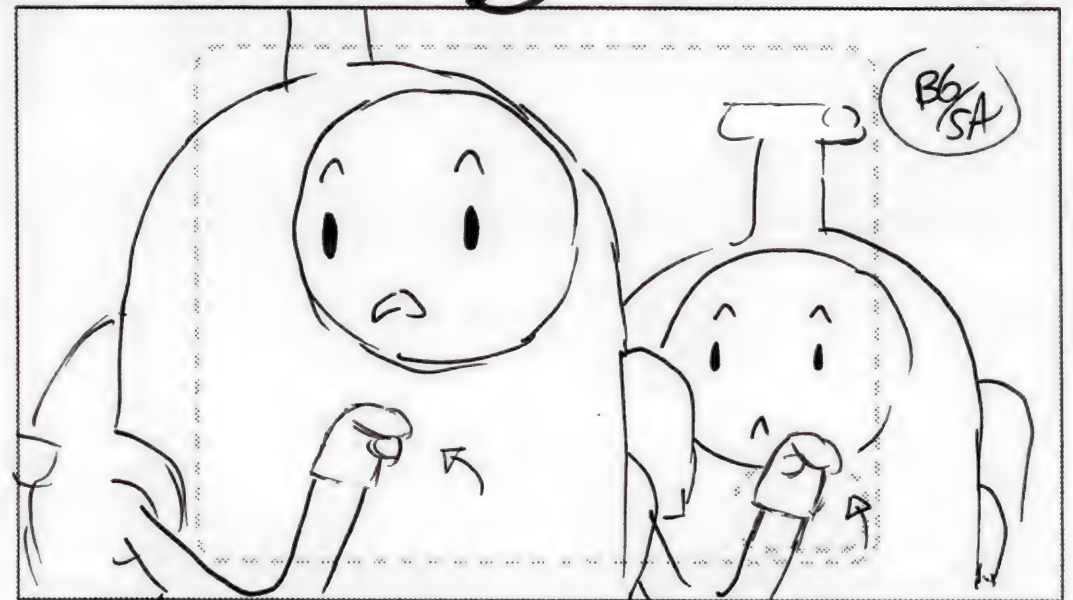


Page **105**

Sc. **60** Pnl. **A** Bg. day night



Sc. **60 cont** Pnl. **B** Bg. day night



Dialog:	<p>(BG:) everybody ... just stay <u>calm</u>, and --</p>	
	<p>(NURSE POUND CAKE)</p>	<p>(OS:) YOU LET HIM GO YOU TRANCH!!</p>
Acti		
Timing:		

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Production :

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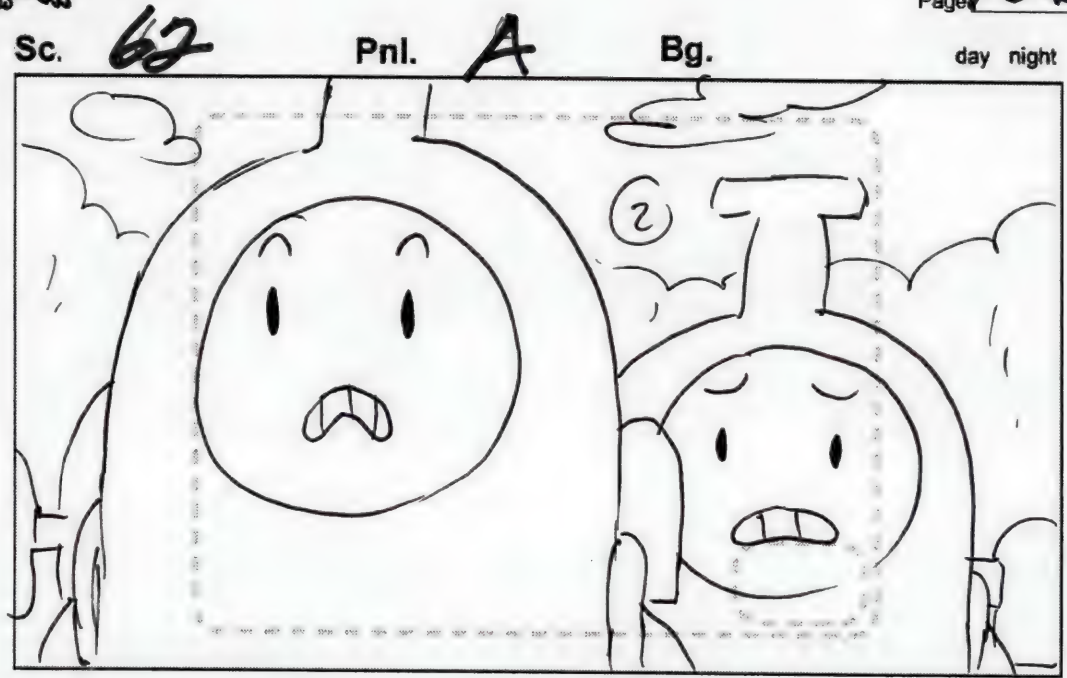
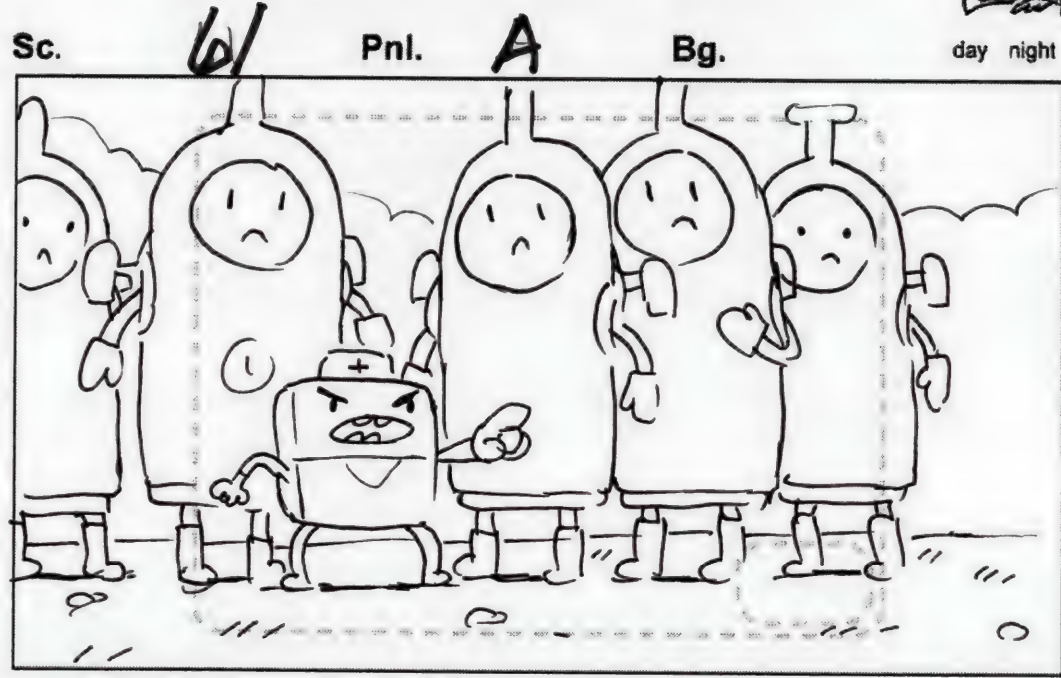
1034/244

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# ADVENTURE TIME



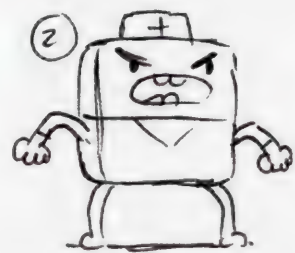
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Dialog: (NP:) WHO DO YOU THINK YOU ARE!?  
DO YOU KNOW WHO YOU'RE  
MESSING WITH!?

(NP) (OS) ① THE BANANA GUARDS, ②  
THAT'S WHO!

Action:



Timing:



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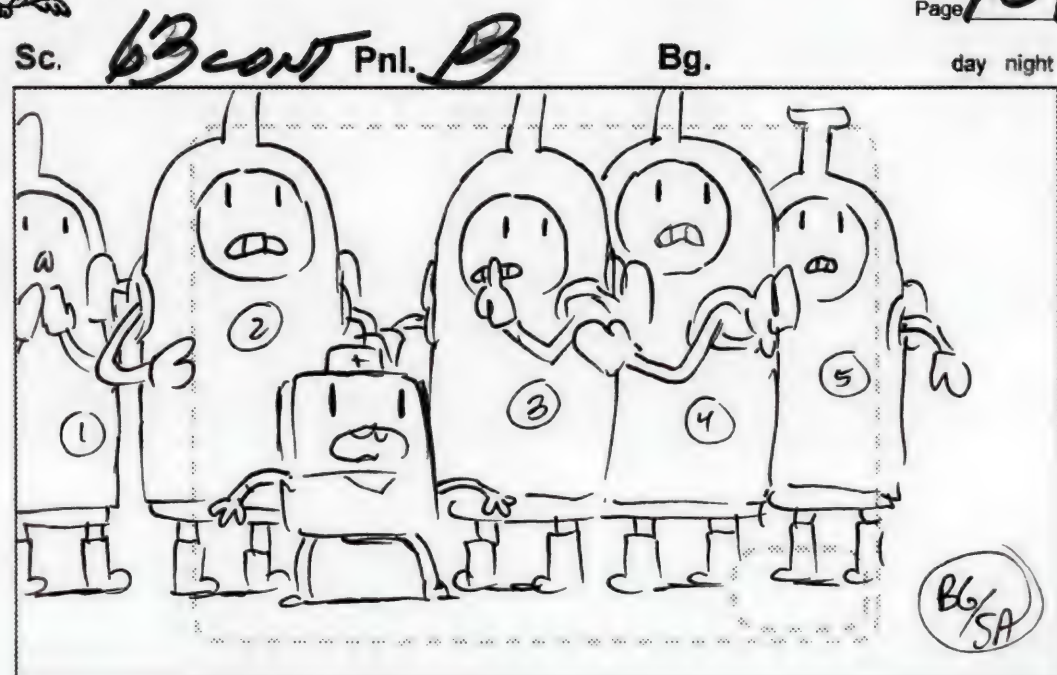
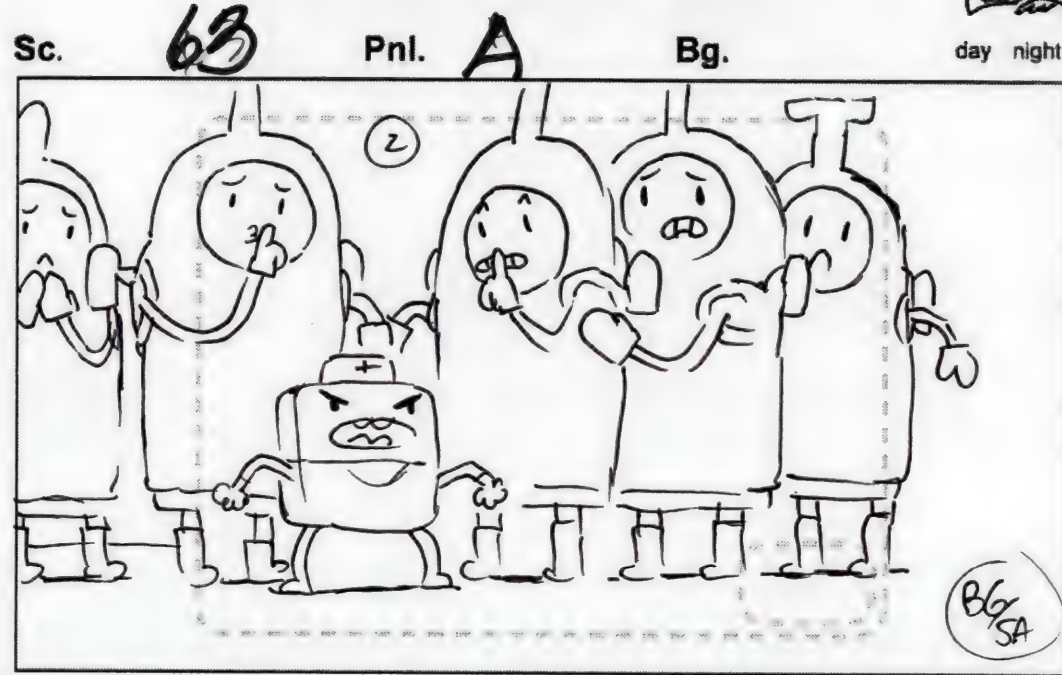
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# ADVENTURE TIME



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## Dialog:

(NP) BRING IT ON YA BIG -- ———> (NP) YAH!!  
 (BGs) \*ssh!\* \*ssh\*! (hissy)

## Action



- Banana guards  
 Shush Nurse  
 Pound cake

- Guards/Nurse react to Susan  
 leaping towards them off screen.

## Timing

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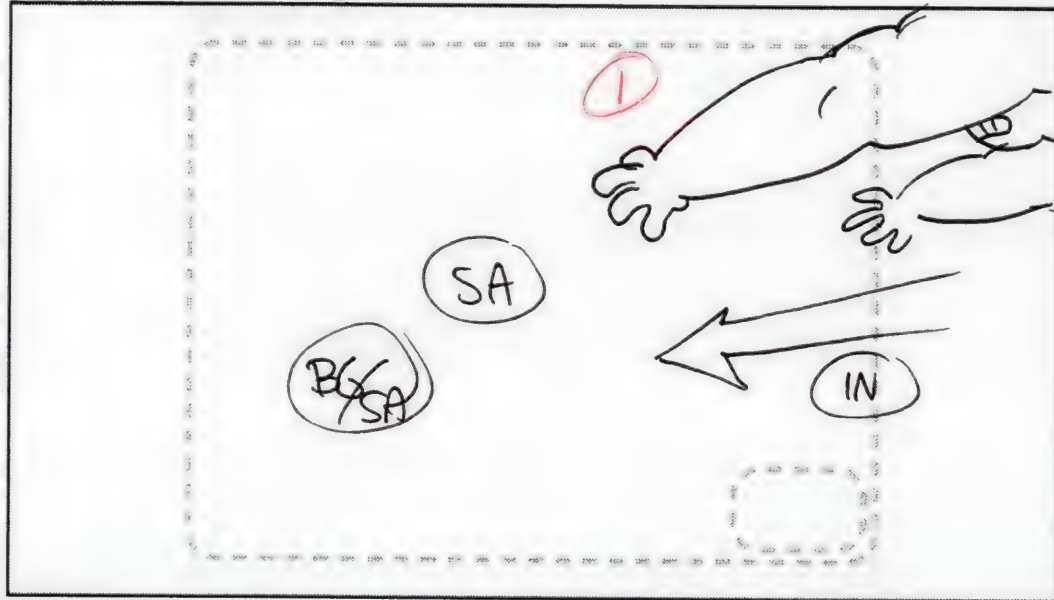
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# ADVENTURE TIME

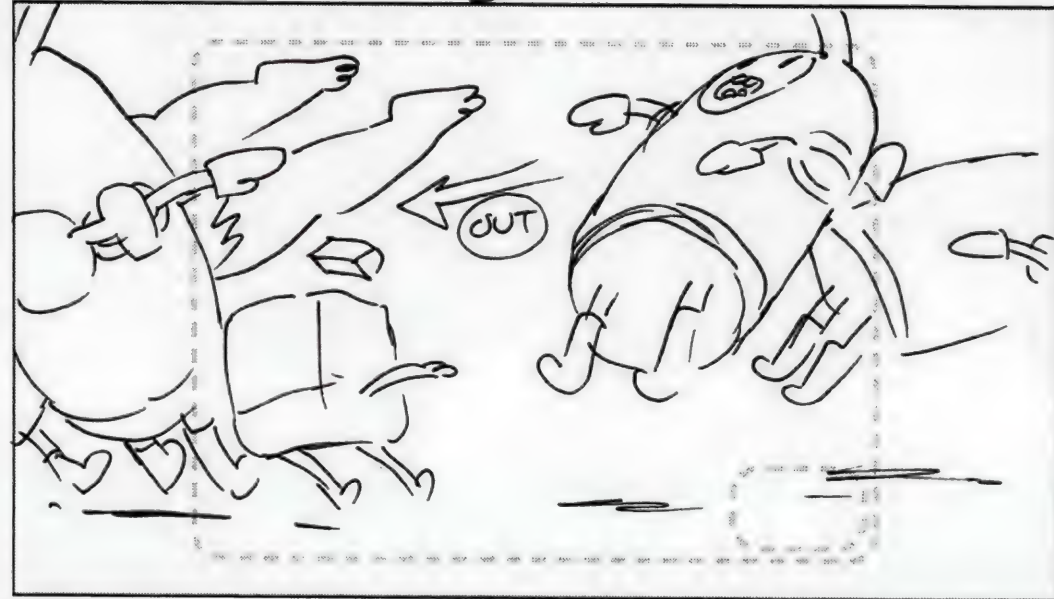


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Sc. **63 cont Pnl. C** Bg. day night



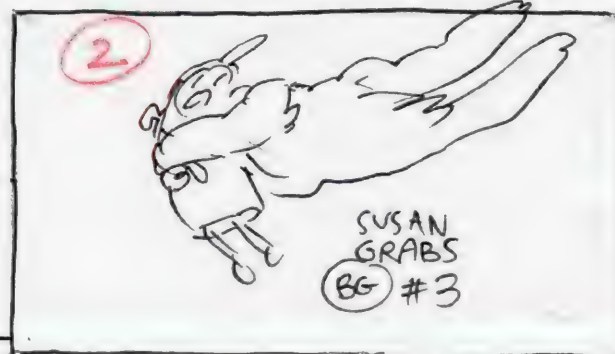
Sc. **63 cont Pnl. D** Bg. day night



Dialog:

Action:

Timing:



(SFX): POW:

- Susan knocks everyone down like bowling pins.

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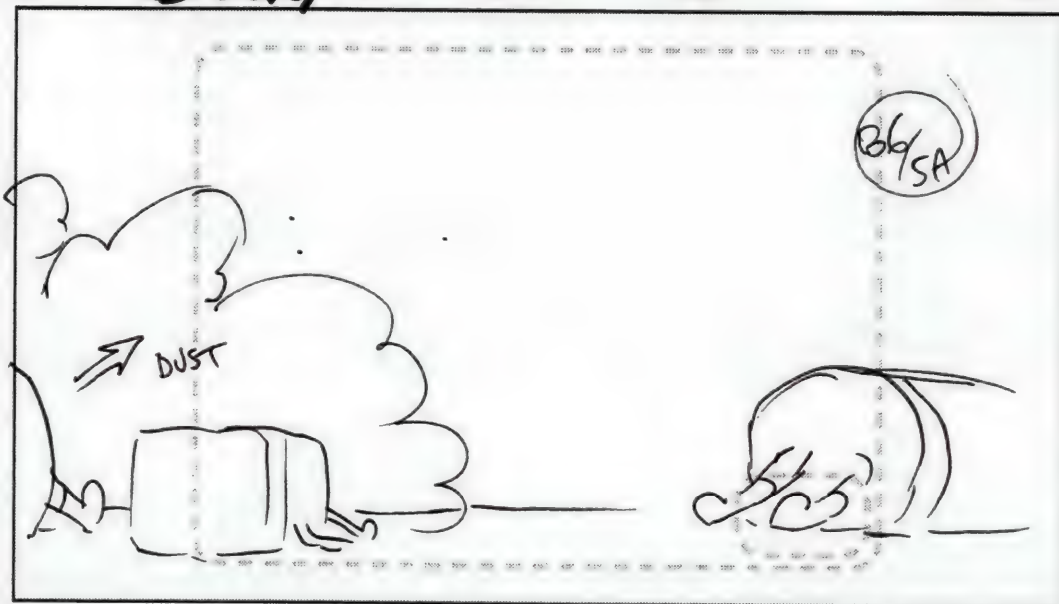


# ADVENTURE TIME

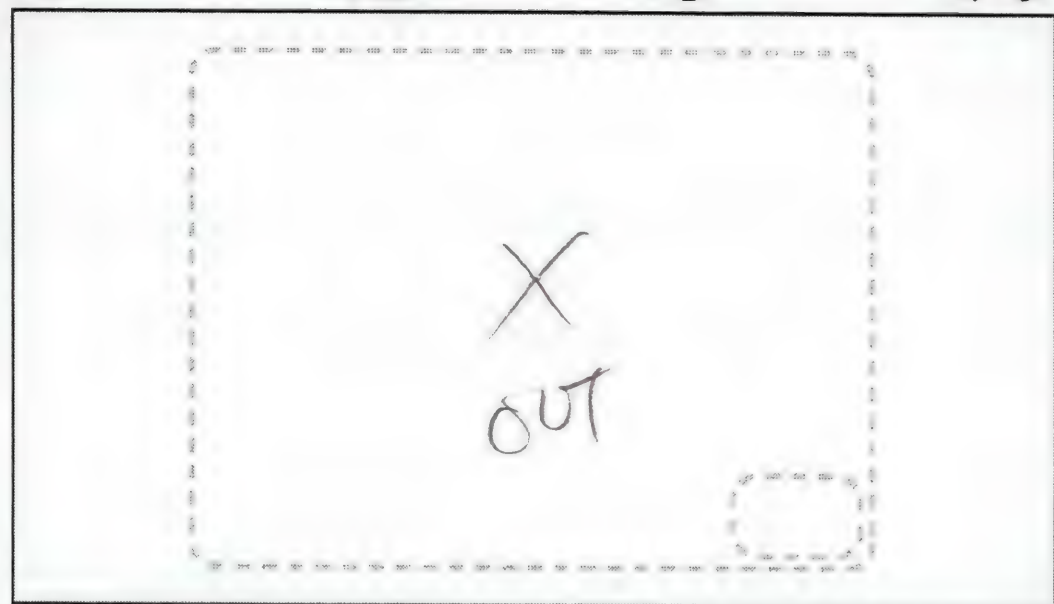


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Sc. **6Bcont** Pnl. **E** Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

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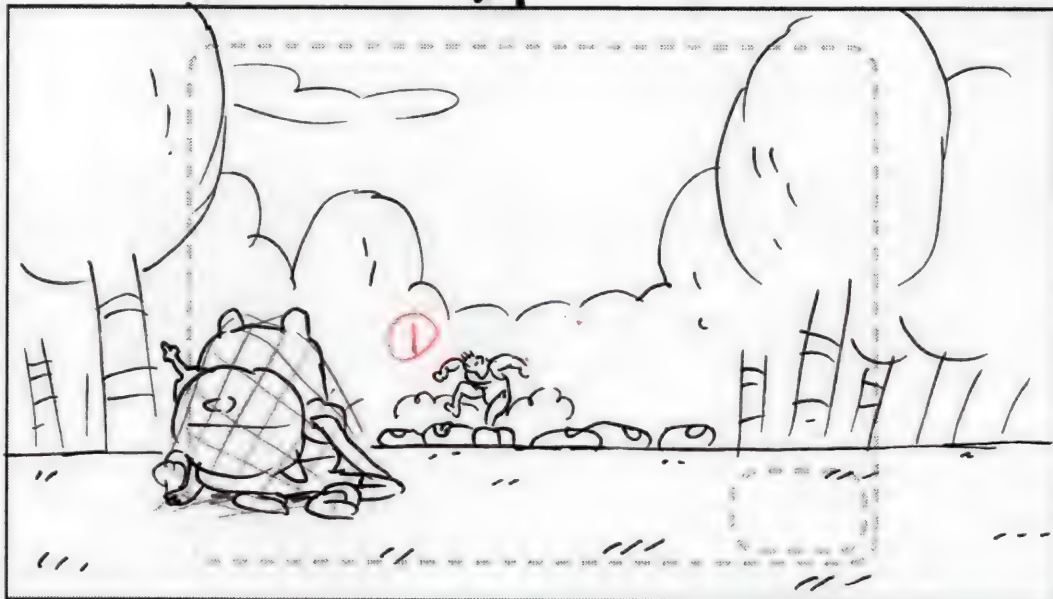
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# ADVENTURE TIME



Page **110**

Sc. **64** Pnl. **A** Bg. day night



Sc. **64 cont** Pnl. **B** Bg. day night



Dialog:

Action:

**2**

- Susan stomps Banana Guards  
A B A B A B etc.

- PB descends into shot.  
- Finn tracks her.

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Timing:



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# ADVENTURE TIME



Page 111  
day night

Sc. 64 cont Pnl. C

Bg.

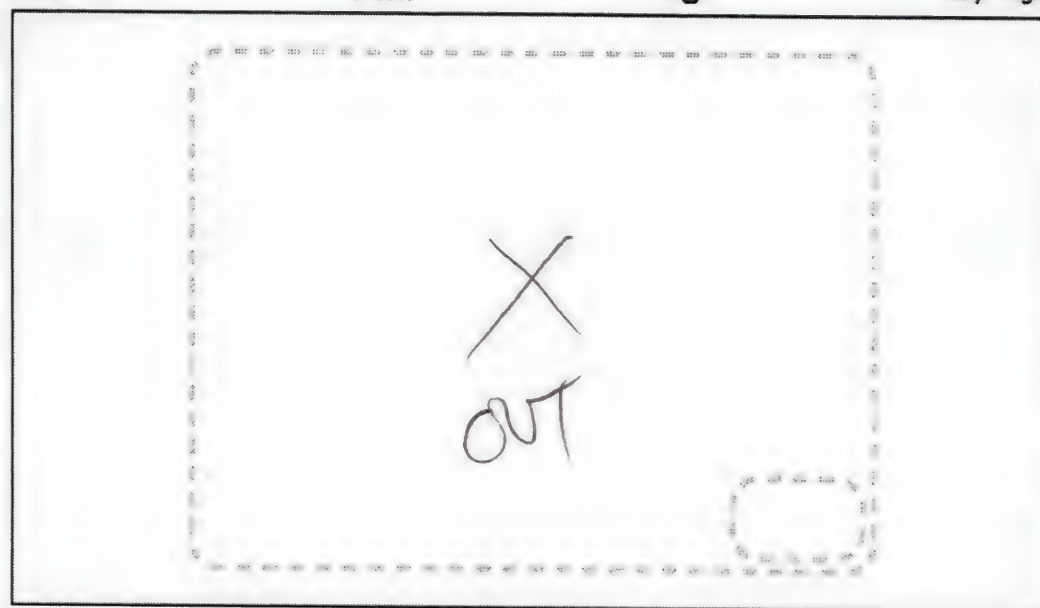
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action: -PB grabs net.

①

DEC 17 2015

Timing:



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# ADVENTURE TIME



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Sc.

64 cont Pnl. D

Bg.

day night

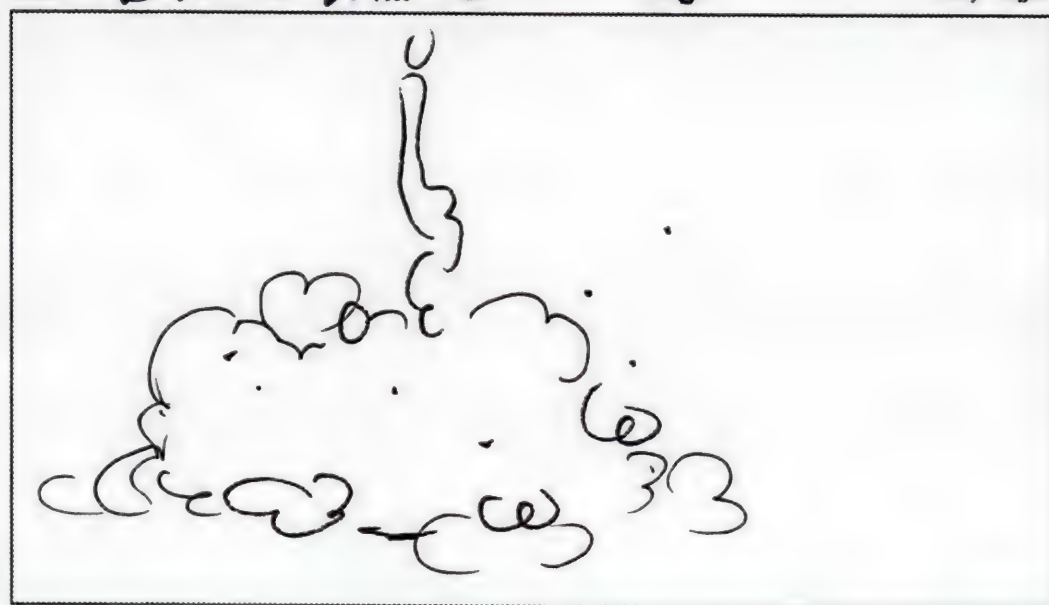


Sc.

64 cont Pnl. E

Bg.

day night



Dialog:

Action:

- PB pulls Finn up as she flies off screen.

Timing:

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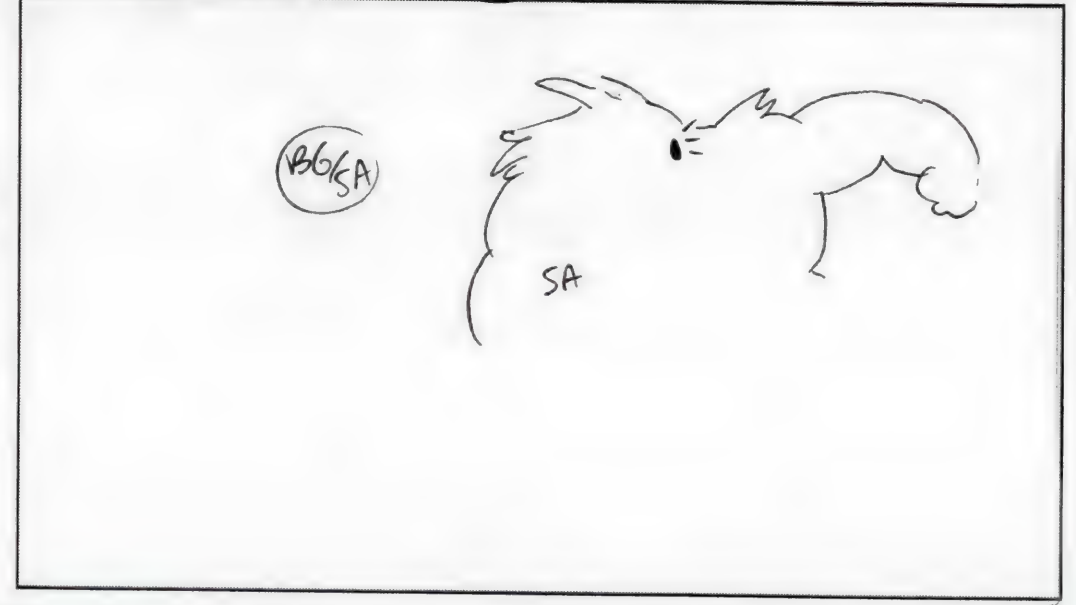


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Sc. **65** Pnl. **A** Bg. day night



Sc. **65 cont** Pnl. **B** Bg. day night



**Dialog:** (SUSAN): \* soft grunting \*

**Action:** Susan punches Finn  
A B A B A B A

**Timing:**

**IMPLANT:** \* BEEP BEEP BEEP \*  
(Finn escaping alarm)

- cycle continues DEC 17 2015

- IMPLANT beeps a warning alarm.

① IMPLANT Flashes while beeping

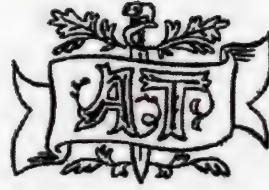
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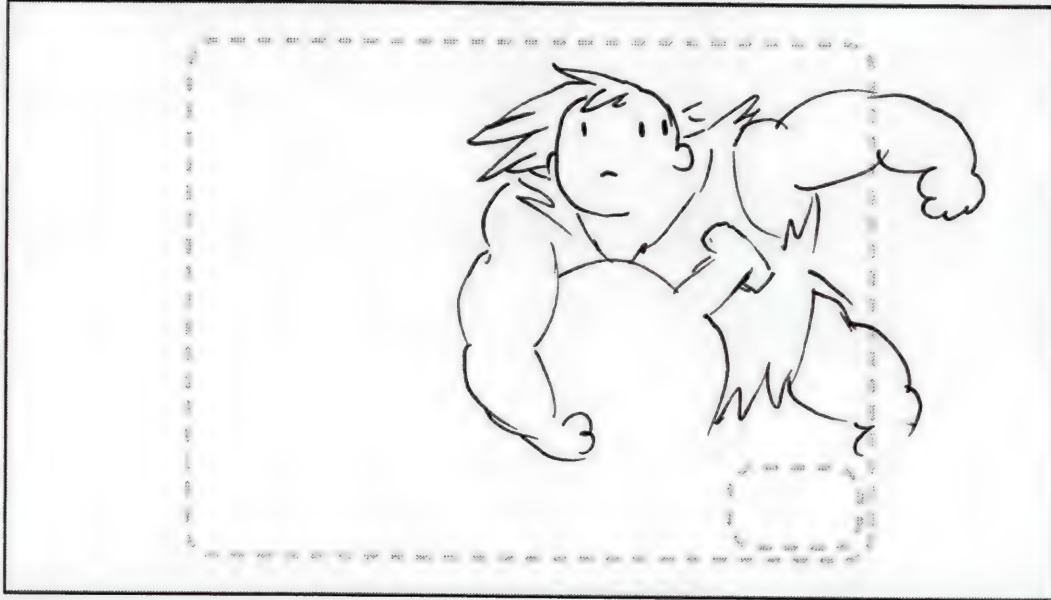


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Sc. 65 cont Pnl. C

Bg.

day night



Sc. 66

Pnl. A

Bg.

day night



Dialog:

(SFX) \*Beeping continues\*

(SFX) \*Alarm continues\*

Action:

- Susan hears alarm.

Timing:



- Susan looks  
at beeping  
IMPLANT

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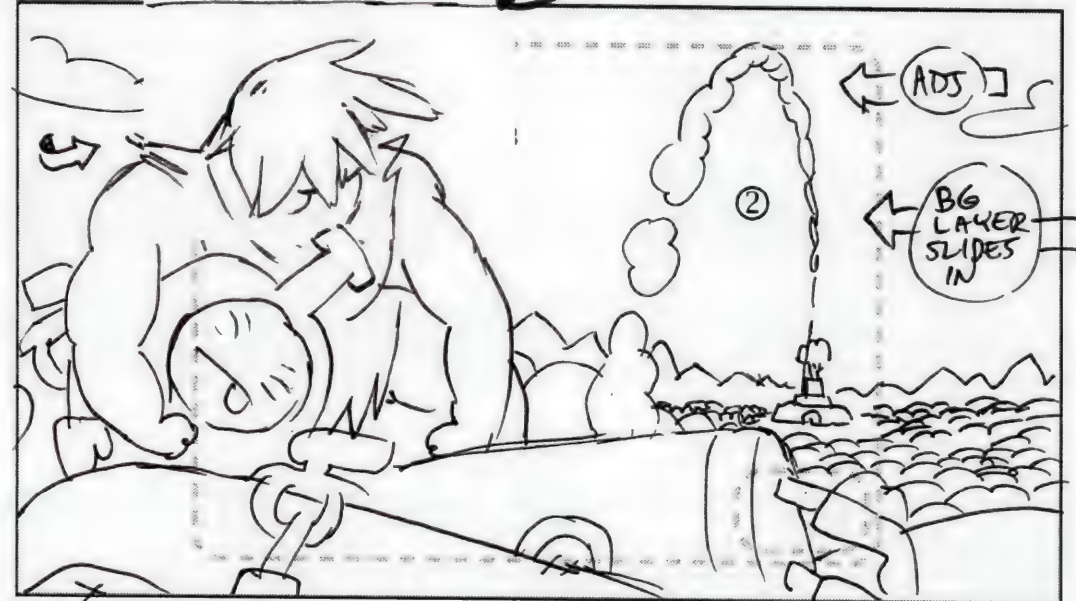


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Sc. **67** Pnl. **A** Bg. day night



Sc. **67 cont** Pnl. **B** Bg. day night



Dialog:

Action:

Timing:

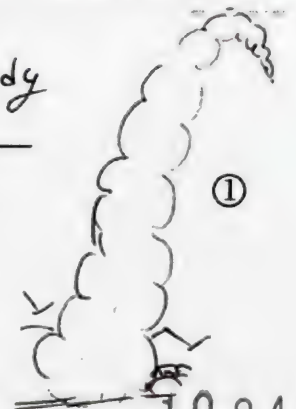
- Susm looks back to see fading  
JET PACK Trail leading back to the candy  
Kingdom.

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Sc. 67 cont Pnl. C

Bg.

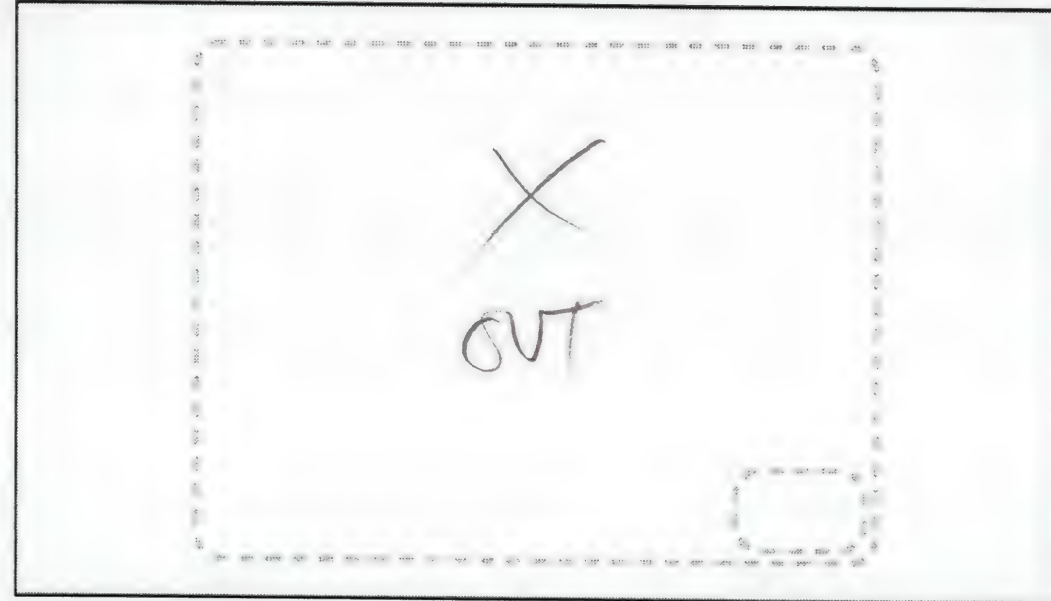
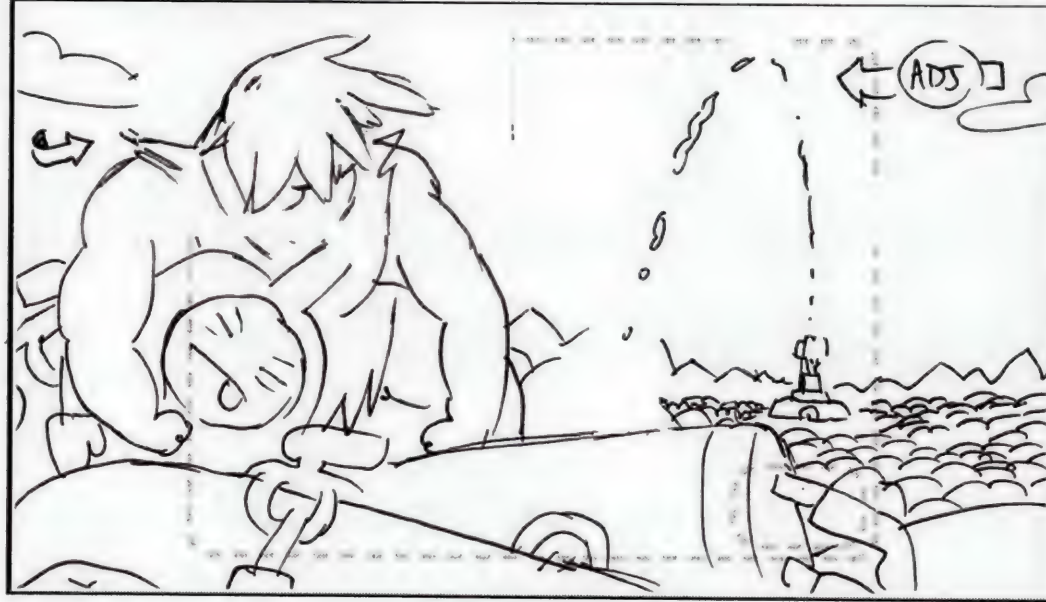
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action: - Trail Fades.

Timing:

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Sc. **68** Pnl. **A** Bg. day night



Sc. **68 cont** Pnl. **B** Bg. day night



Dialog:	<p>(S:) TARGET ESCAPING SEEKER RANGE.</p> <p>DEC 17 2015</p>
Action:	
Timing:	

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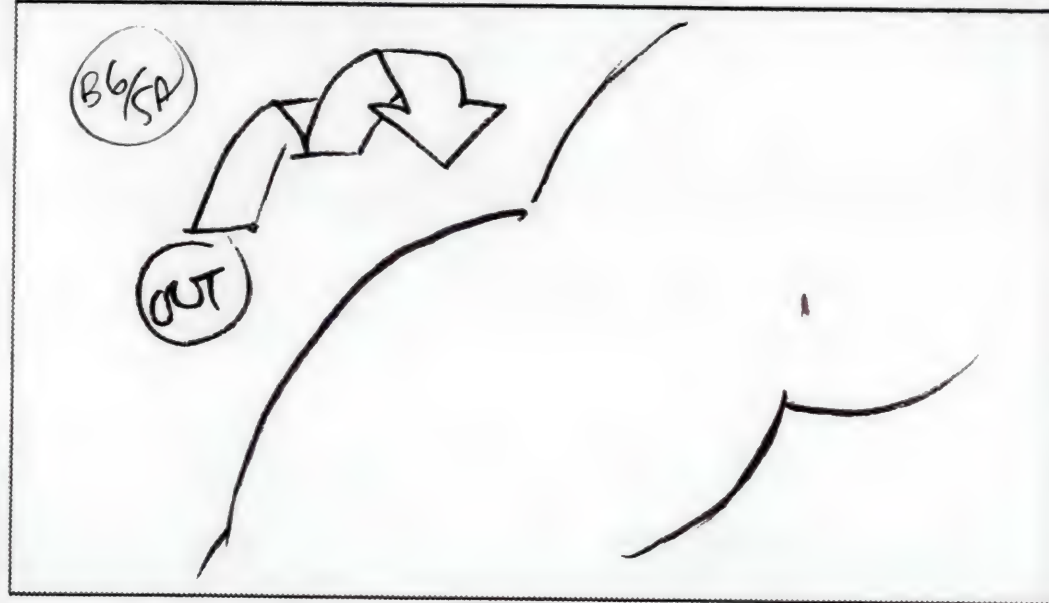


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Sc. 68 cont Pnl. C

Bg.

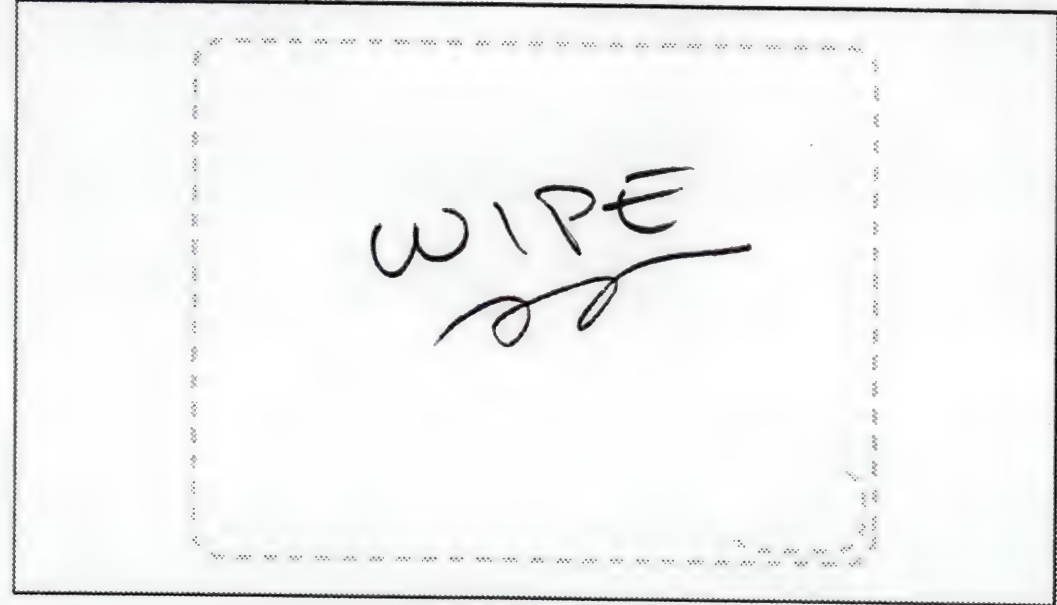
day night



Sc. 68 cont Pnl.

Bg.

day night



Dialog:

(S.) PURSUE.

Action:

- Susan runs off screen.

Timing:

DEC 17 2015

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Production :

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1034/244

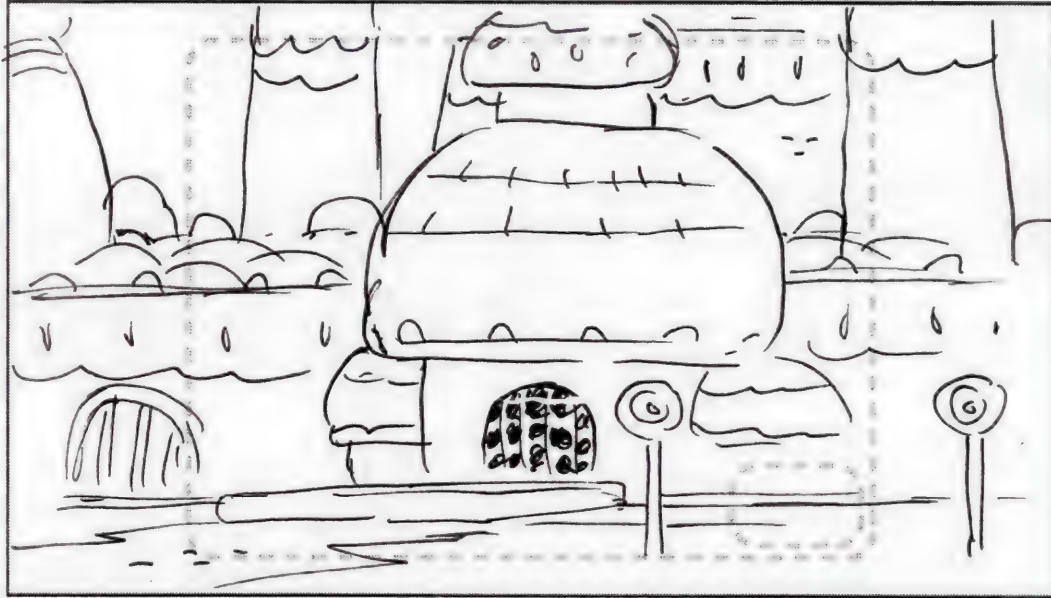


# ADVENTURE TIME



Page **119**

Sc. **69** Pnl. **A** Bg. day night



Sc. **70** Pnl. **A** Bg. day night



Dialog:

**PB:** Man, you're really tangled up good...

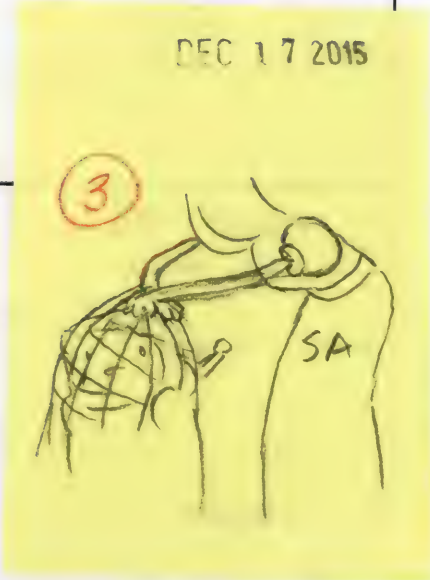
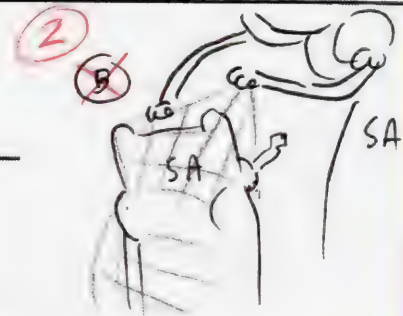
**FINN:** Ow!

Action:

Do we have a shot like this somewhere? Maybe just use the wide standard estbl. shot, no biggie.

**A B A** Finn speaks

Timing:



Production :

EPISODE # **1034-244**

**1034/244**

**1034/244**

# ADVENTURE TIME



Sc.

70 cont Pnl.

B

Bg.

day night

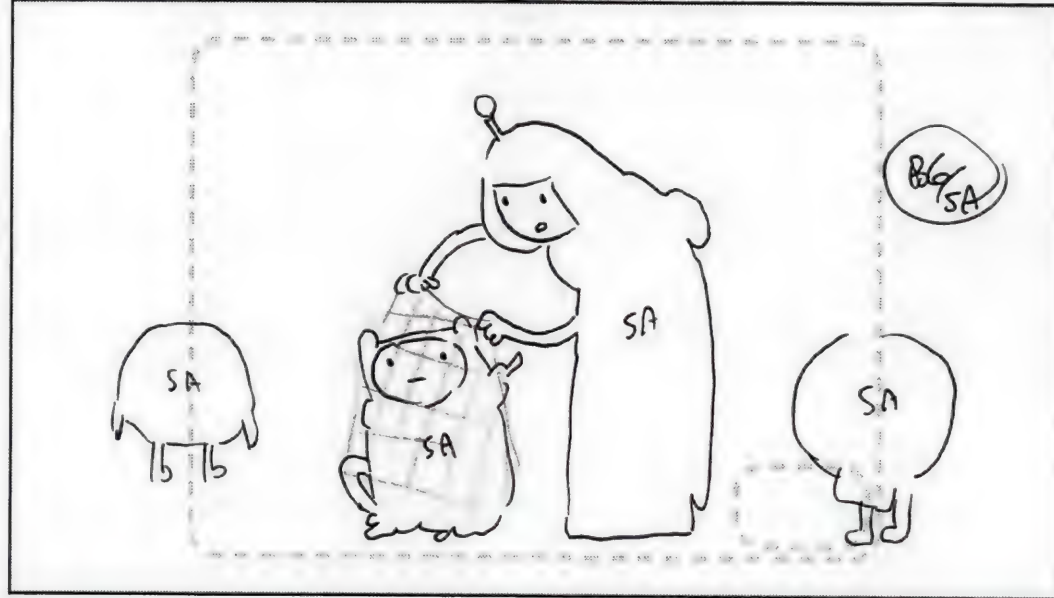
Sc.

70 cont Pnl.

C

Bg.

Page 120  
day night



Dialog:

(PB:) sorry -

GUMBALL  
GUARDIAN

WARNING WARNING

Action:

- PB looks up at GUMBALL GUARDIAN

Timing:

DEC 17 2015

EPISODE #

1034-244

Production :

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1034/244



# ADVENTURE TIME

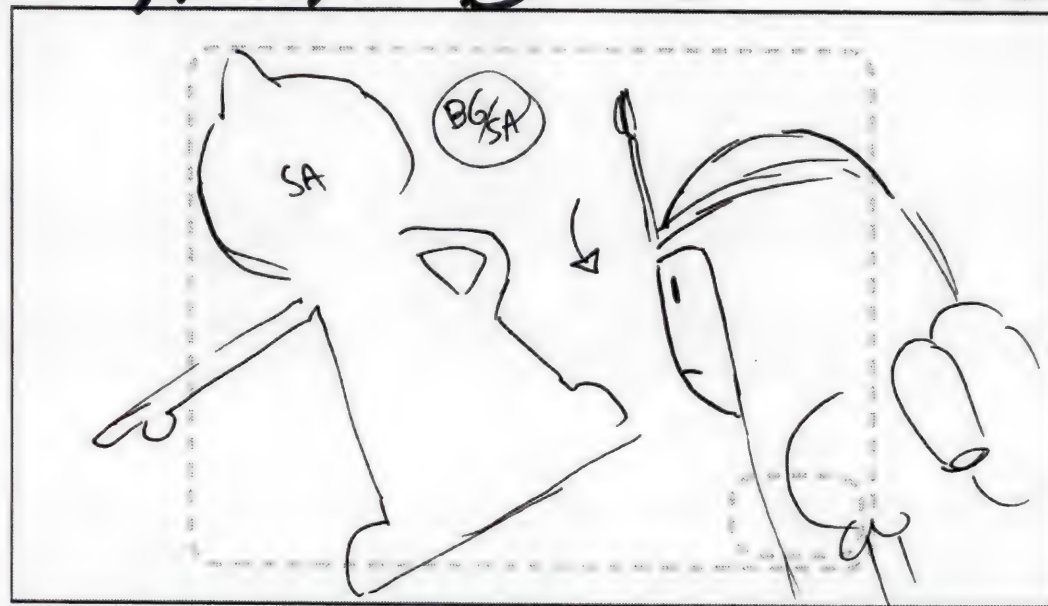


Page **121**  
day night

Sc. **71** Pnl. **A** Bg. day night



Sc. **71 cont** Pnl. **B** Bg. day night



Dialog: **(GG): ANGRY PRESENCE DETECTED.**

Action: **- Guardian points offscreen. - PB tracks pointing finger.**

Timing:



DEC 17 2013

Production :

EPISODE #

**1034-244**

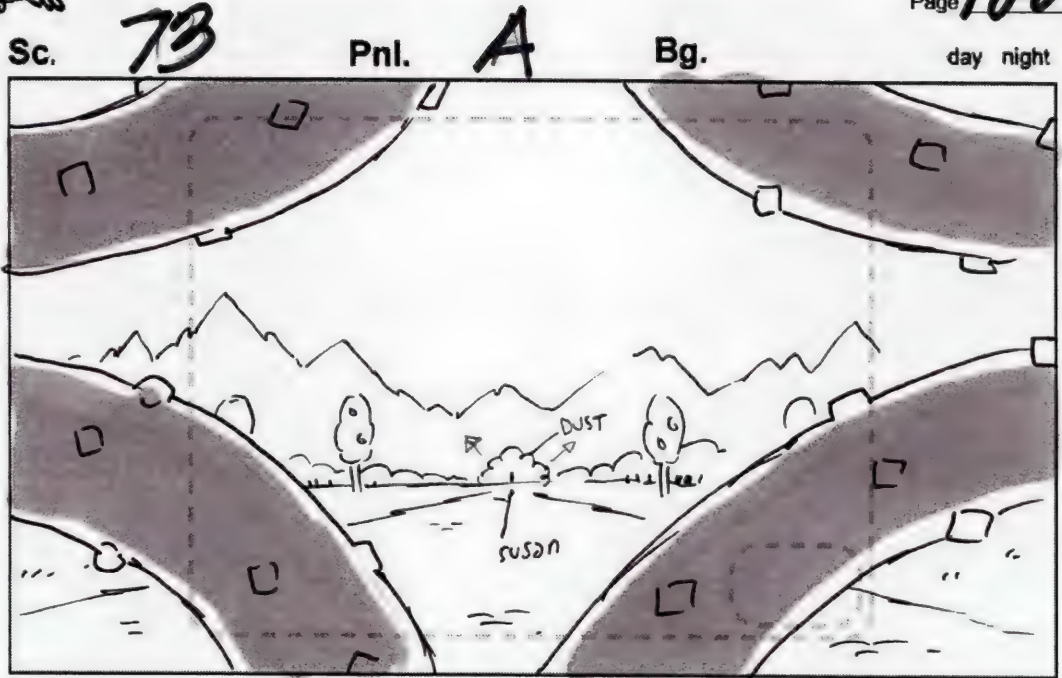
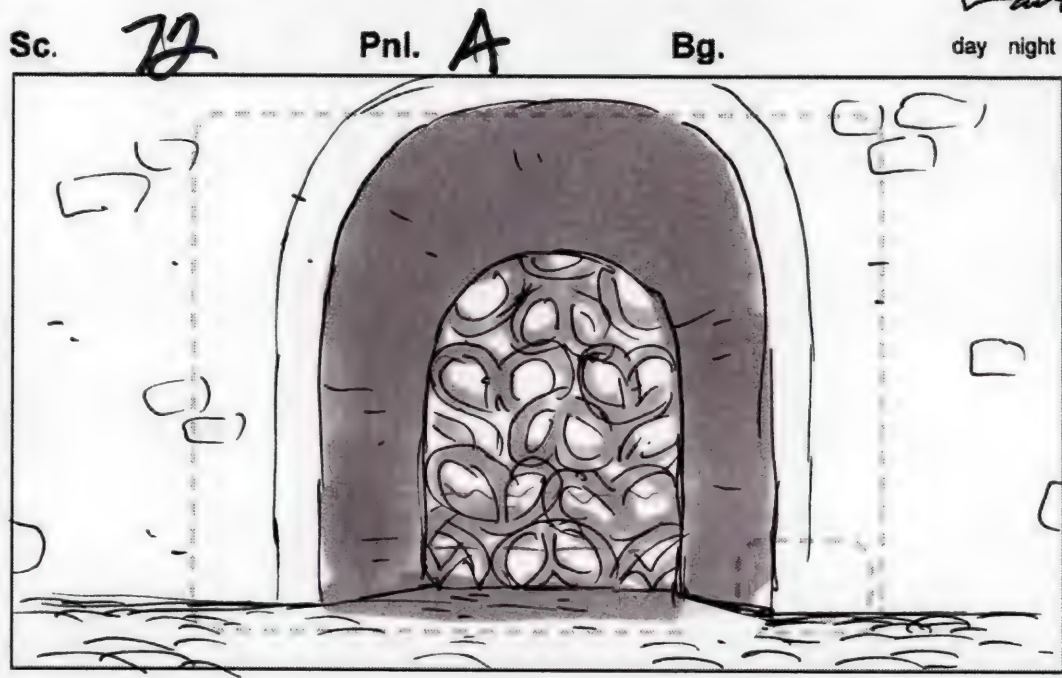
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**1034/244**

ADVENTURE TIME



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Dialog:	
Action:	- Tiny figure runs towards camera, stirring up DUST CLOUD. DEC 17 2015
Timing:	

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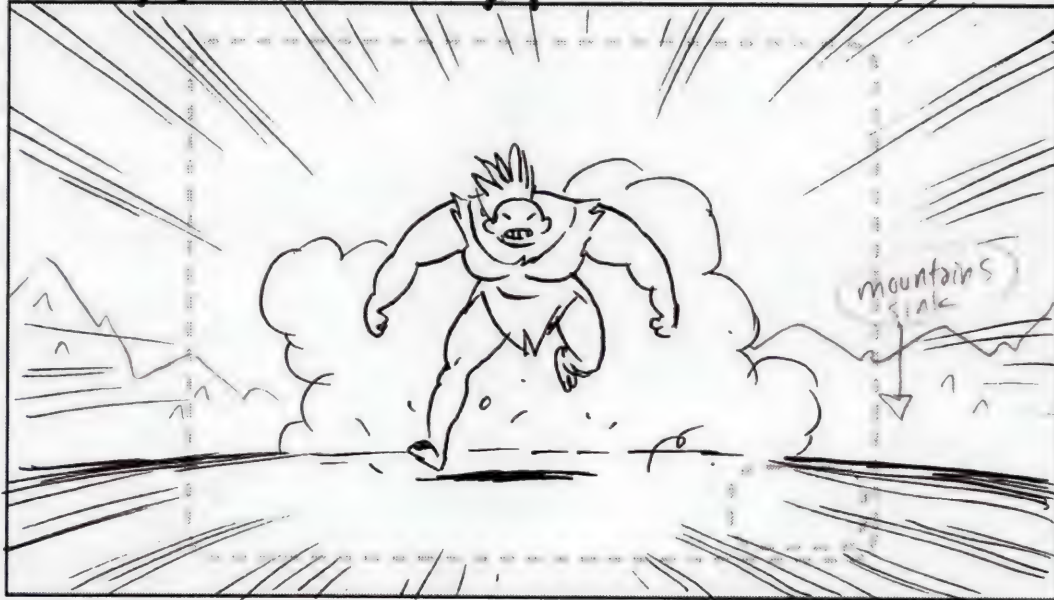


# ADVENTURE TIME

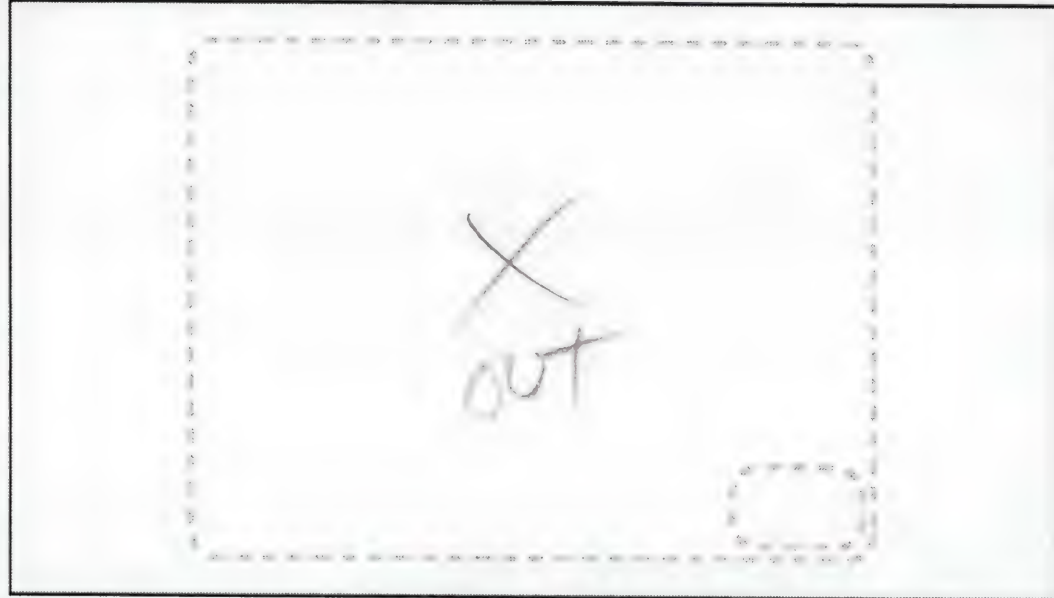


Page **123**

Sc. **74** Pnl. **A** Bg. day night



Sc. Pnl. Bg. day night



Dialog:

**(PB)** **(OS)** Oh crud...

Action:



- Susan runs toward camera

Timing:

DEC 17 2015

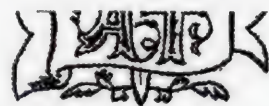
Production :

EPISODE # 1034-244

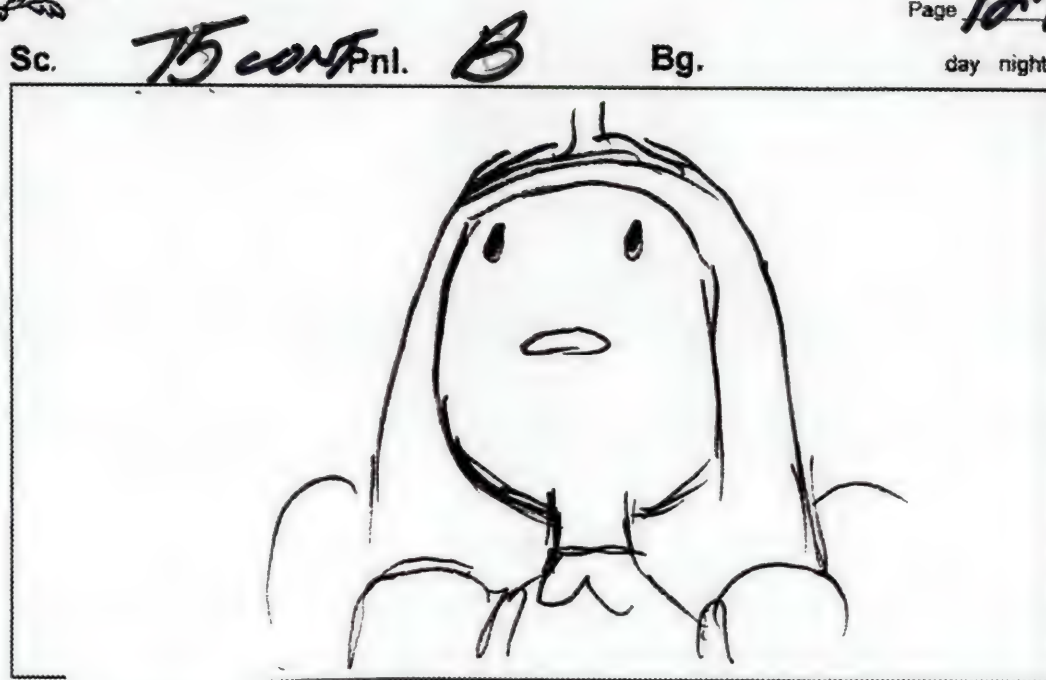
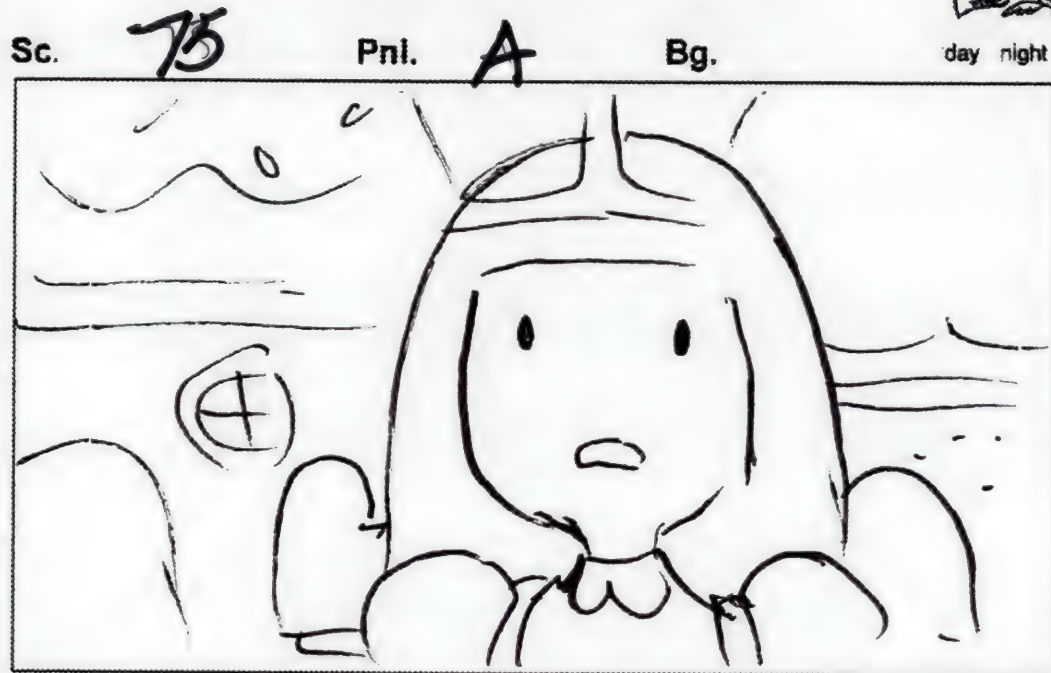
1034/244

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# ADVENTURE TIME



Page **124**



Dialog:	(PB) Okay I need you guys to stop her, but -	(PB:) So,...
Action:	Susan is our friend,	stop her gently - DEC 17 2015
Timing:		- PB looks up to GUMBALL GUARDIAN

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Production :

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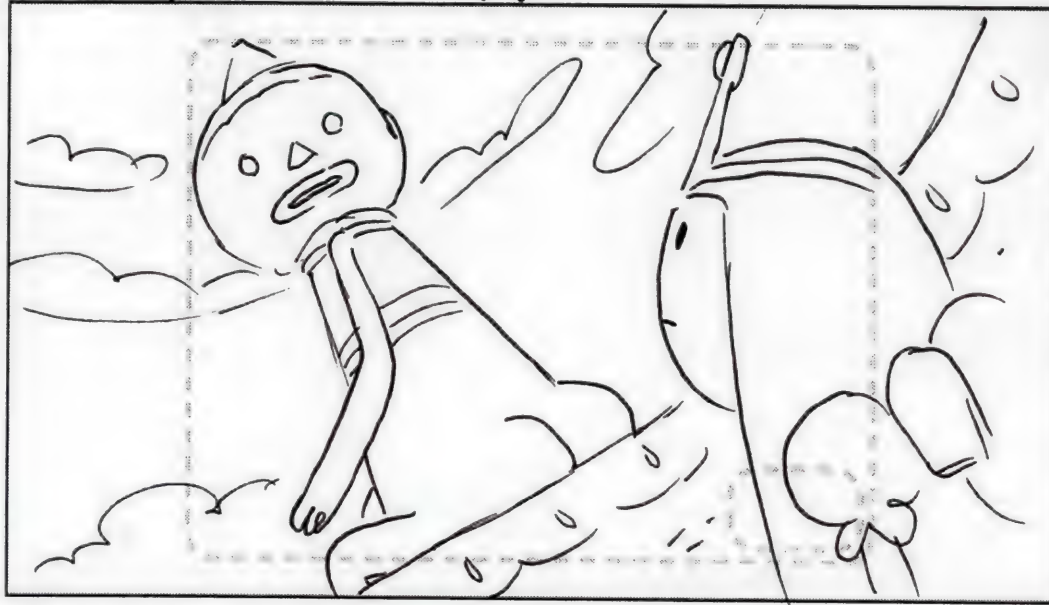




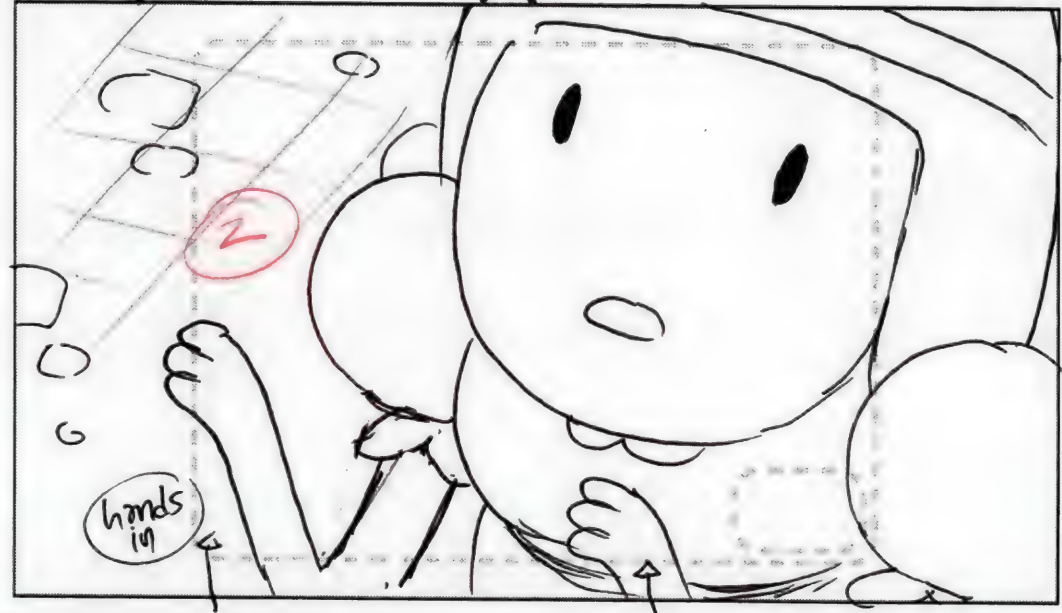
# ADVENTURE TIME

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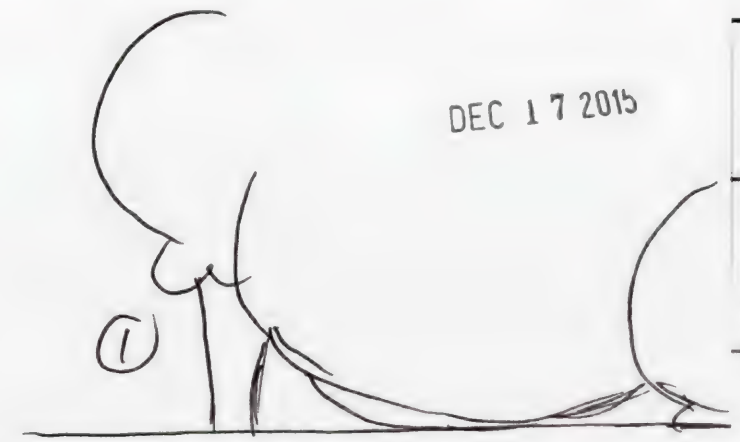
Sc. **76** Pnl. **A** Bg. day night



Sc. **77** Pnl. **A** Bg. day night



Dialog:	(GG) "STOMP HER GENTLY", GOT IT.	(PB) What - NO - just...
Action:		
Timing:		



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Production :

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# ADVENTURE TIME



Page 126

Sc. 77 cont Pnl. B Bg. day night



Sc. 77 cont Pnl. C Bg. day night



Dialog: (PB) → .."Ca" ..... "ho".... um...

[starting words, but cutting off  
as she predicts how the Gumball  
Guardian will misunderstand them]

Action:

Timing:

(PB) → carefully .... contain

[deliberate,  
still thinking through  
possible misunderstandings while speaking]

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# ADVENTURE TIME

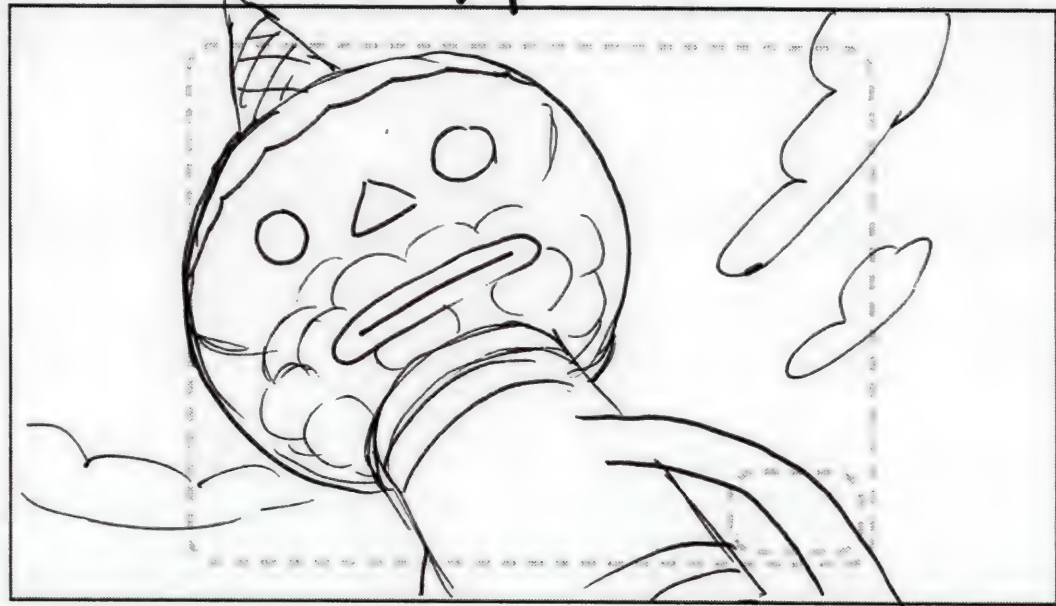


Page **127**

Sc. **77 cont** Pnl. **D** Bg. day night



Sc. **78** Pnl. **A** Bg. day night



<p><b>Dialog:</b></p> <p><b>GUMBALL GUARDIAN:</b> [speaks directly as PB finishes "contain", maybe stepping on her line a little]</p> <p><b>(OS): KILL-TRAIN</b></p>		<p><b>(PB) (OS)</b> No no - just [interrupted]</p>
<p><b>Action:</b></p>		
<p><b>Timing:</b></p>		

DEC 17 2015

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Production :

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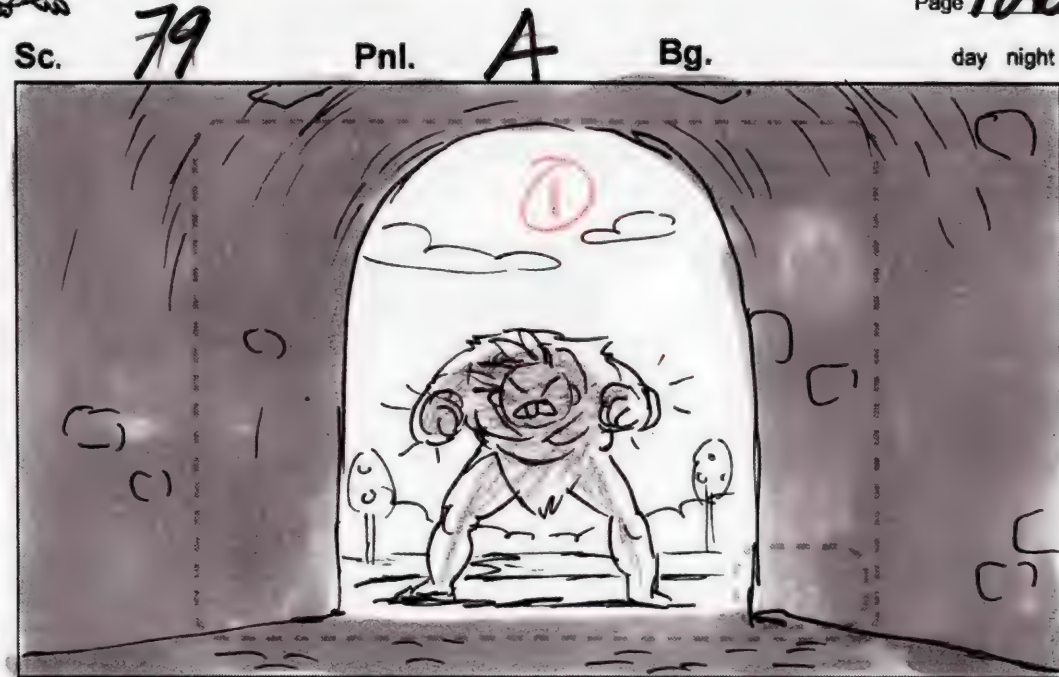
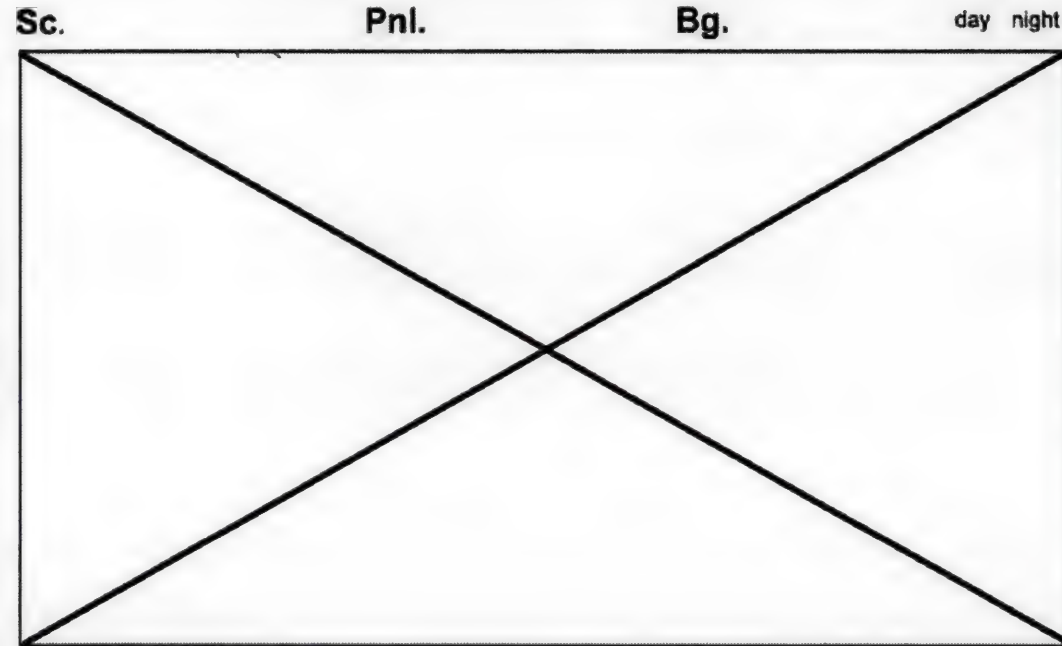
1034/244

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# ADVENTURE TIME



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EPISODE #

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Dialog:

(SEX) SMASH - [susan smashes  
gate]

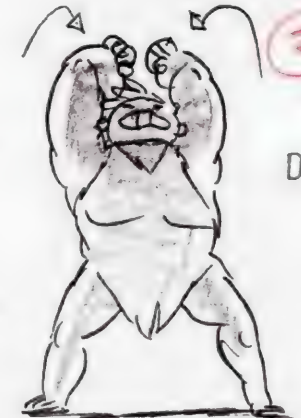
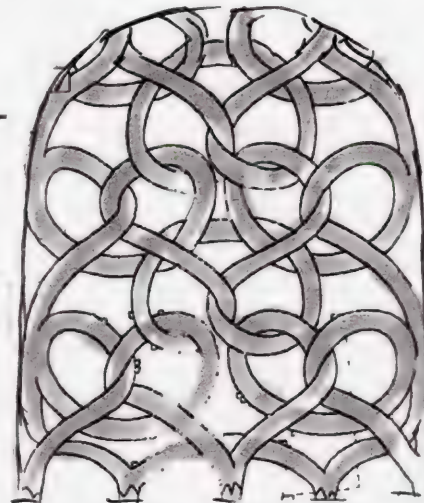
(SEX) SMASH

Action:

(A) (B) (A)  
SUSAN smashes  
her fists on gate.

Timing:

Susan should  
be behind a  
gate... but maybe  
should have  
thinner bars so  
you can see her  
better...



DEC 17 2015

Production :

1034/244

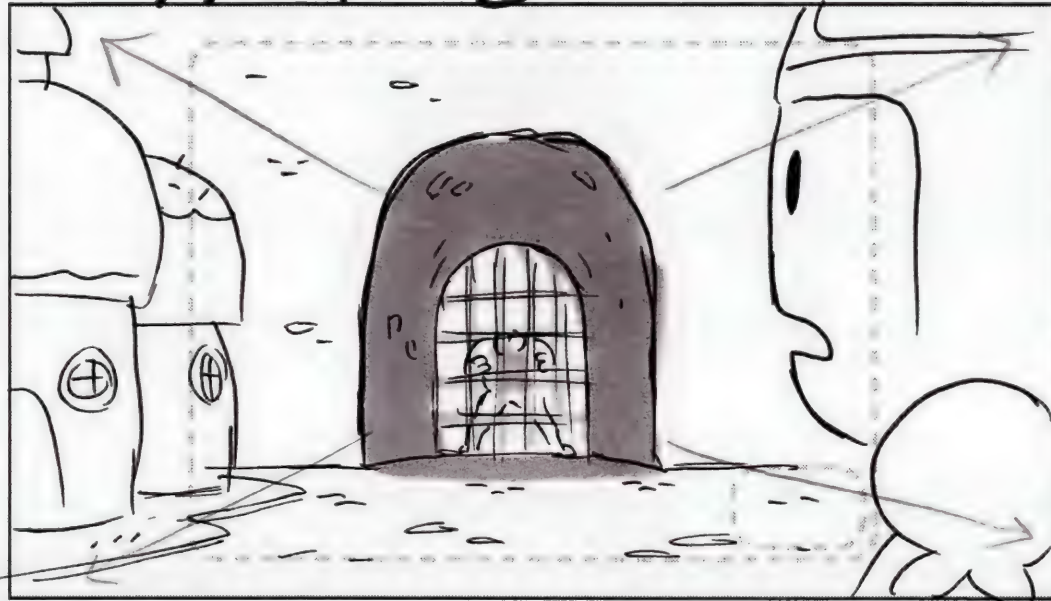


# ADVENTURE TIME



Page **129**

Sc. **79 cont** Pnl. **B** Bg. day night Sc. Pnl. Bg. day night



Dialog: **(PB) (cont)** - just DO SOMETHING!

**(SUSAN)** \* growling \*

Action: - ANIMATE ARCH WIDTH SHRINKING W/ TRUCK OUT

DEC 17 2015

Timing:

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# ADVENTURE TIME

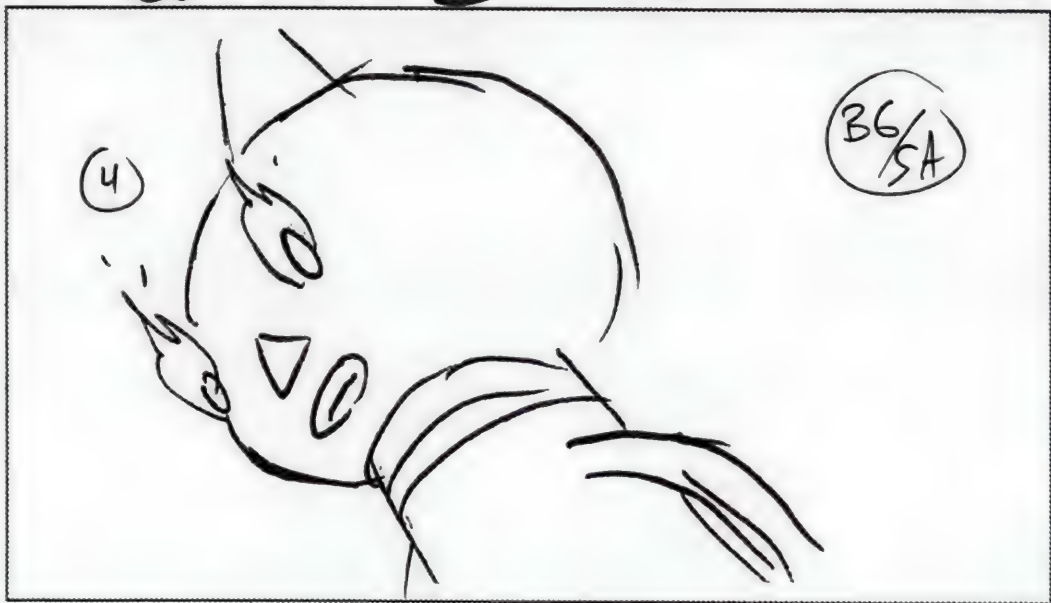


Page **130**

Sc. **80** Pnl. **A** Bg. day night



Sc. **80 cont** Pnl. **B** Bg. day night



Dialog:

**(GG)** YES PRINCESS

Action:

SFX: 'CHARGE'  
UP

Timing:

-EYES charge  
up w/ FIRE  
(see "LITTLE DUDE" ep.)



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EPISODE #

Production :

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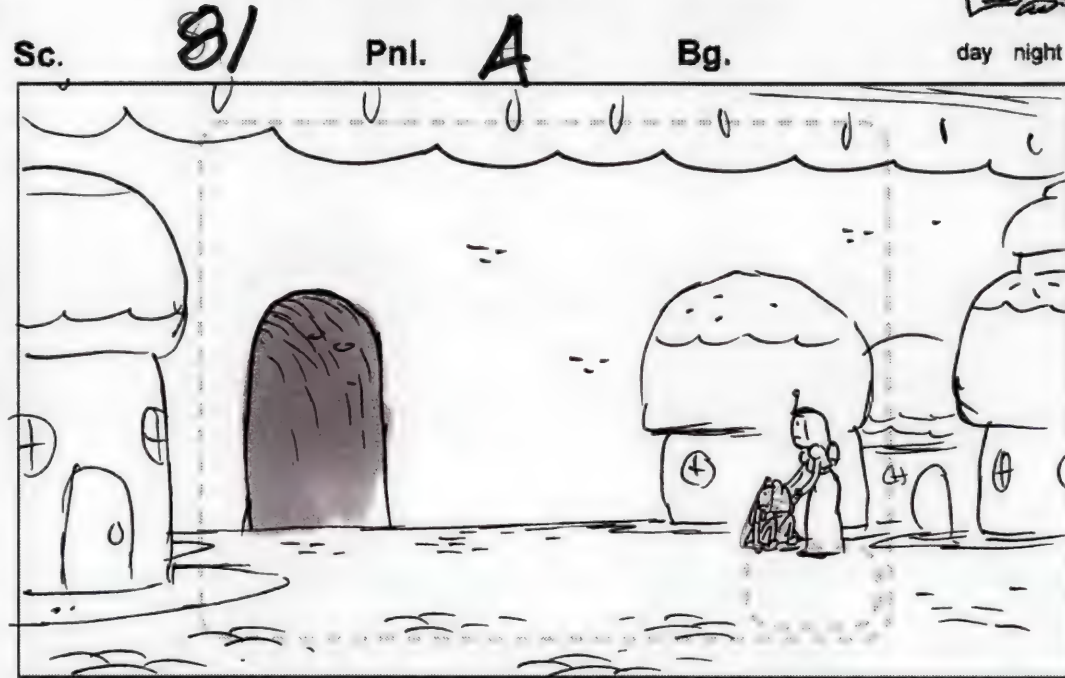
1034/244



ADVENTURE TIME



Page **131**  
day night



Dialog: **(SUSAN) RRRR --**

Action:

Timing:

**(SFX:) SMASH**



**- Susan smashes the gate into flying pieces**  
DEC 17 2015

EPISODE # **1034-244**  
Production :

# ADVENTURE TIME

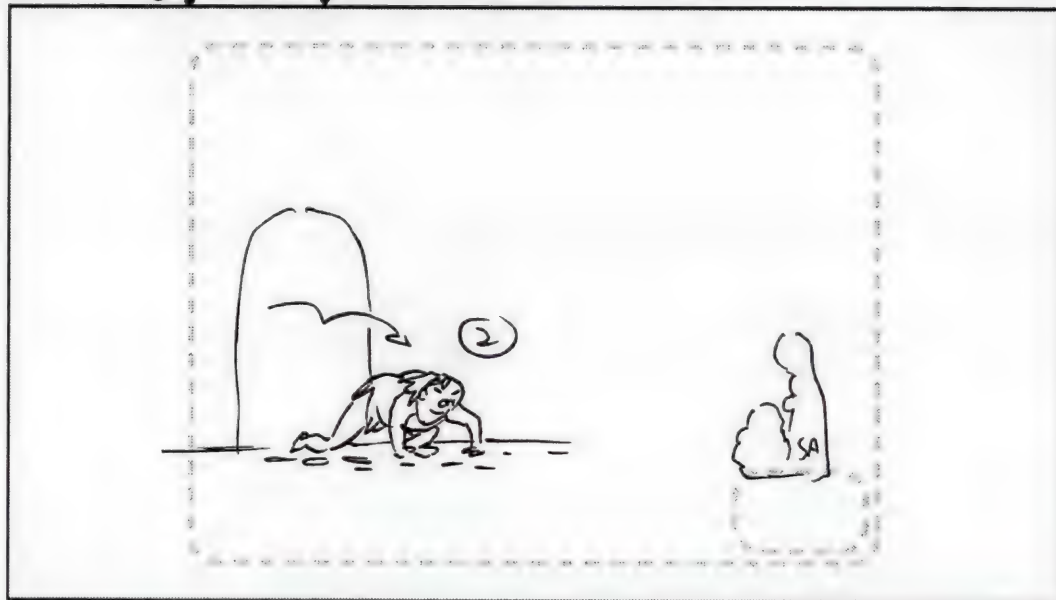


Page 132

Sc. 81 cont Pnl. C

Bg.

day night

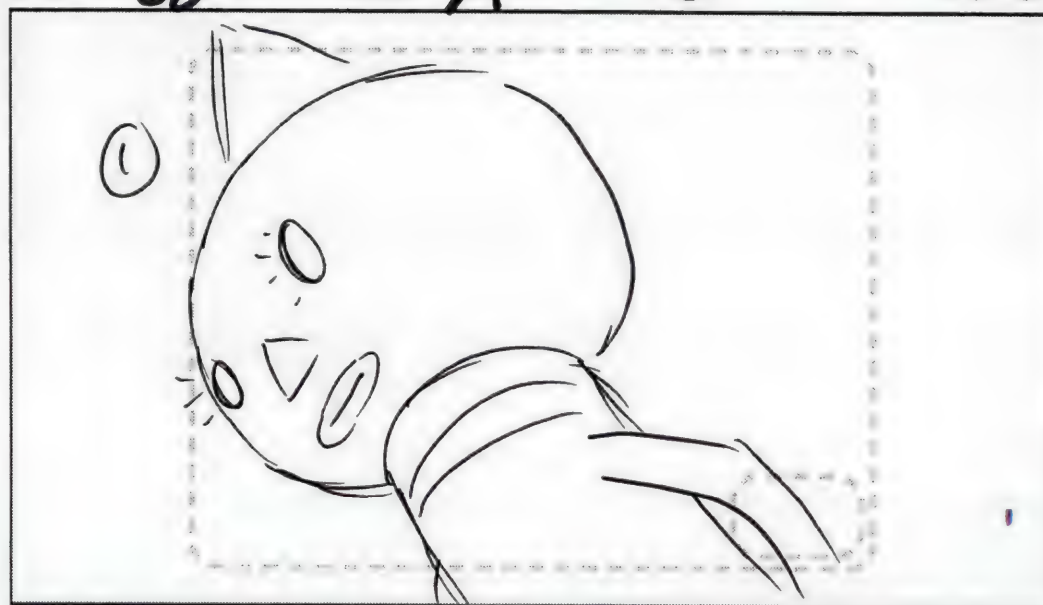


Sc. 82

Pnl. A

Bg.

day night



EPISODE #

Production :

Dialog:

Action:

Timing:



- Susan runs down into  
& crouch position

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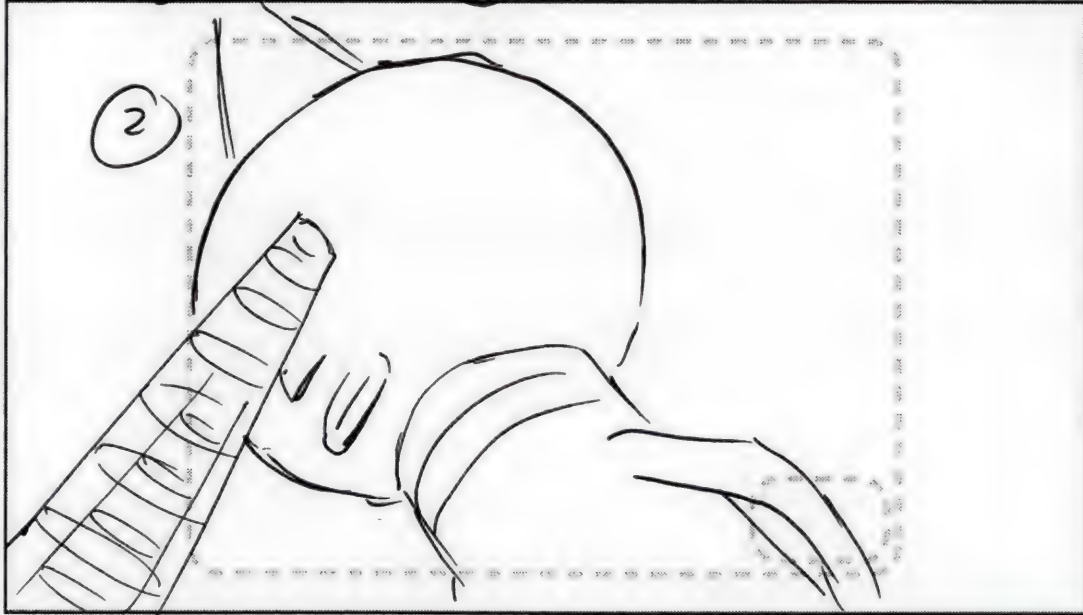


# ADVENTURE TIME

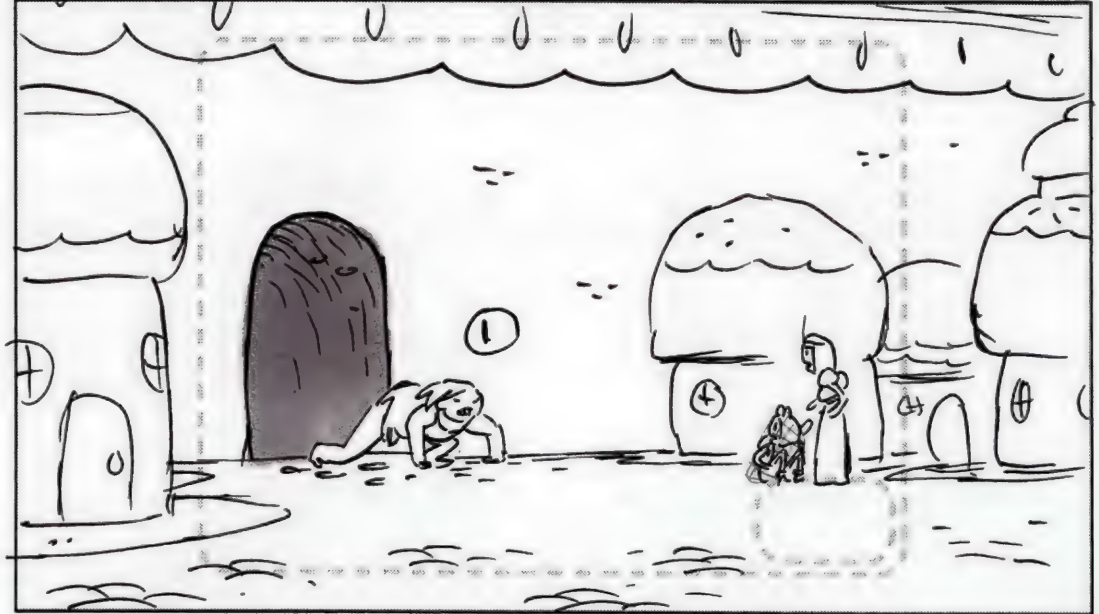


Page **133**

Sc. **82 CONT** Pnl. **B** Bg. day night



Sc. **83** Pnl. **A** Bg. day night



Dialog:

(SFX) ZZOW!

Action:

- GUARDIAN fires eye beams.

Timing:

- Susan lunges forward  
at PB/FINN

DEC 17 2015



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EPISODE #

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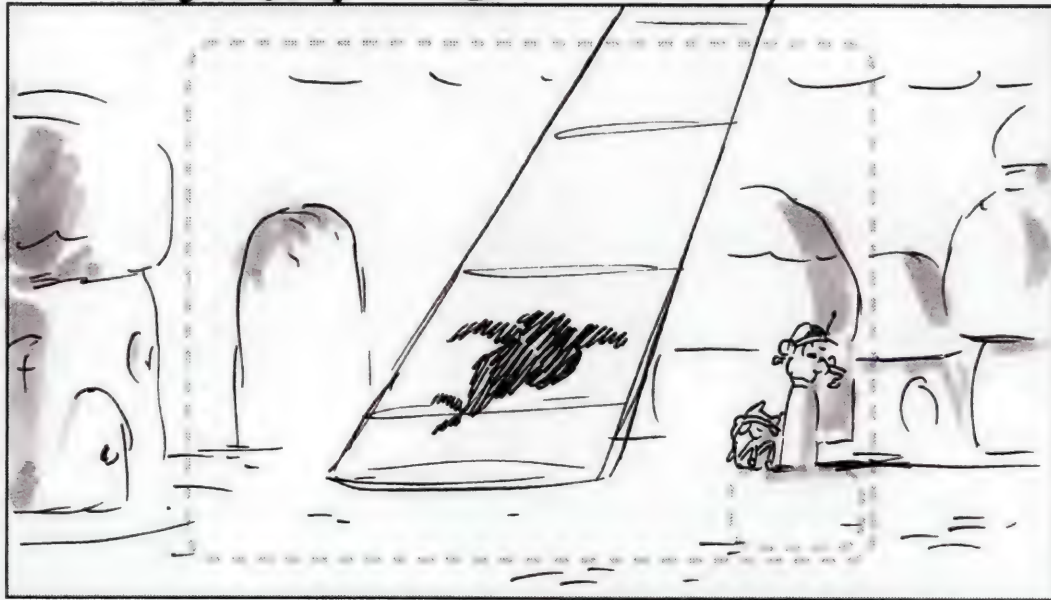
1034/244

# ADVENTURE TIME

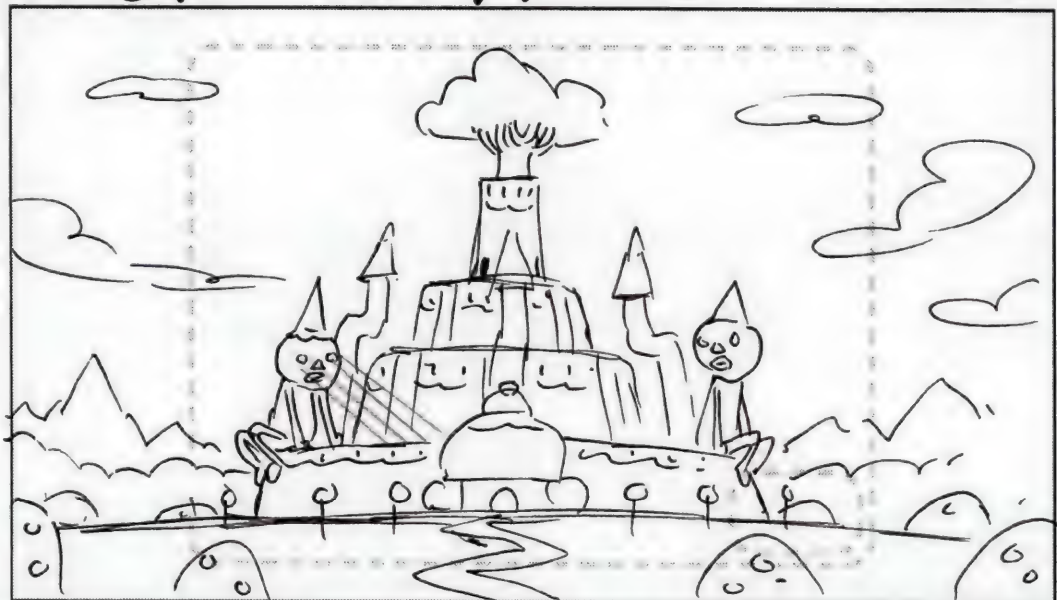


Page **134**

Sc. **83 cont** Pnl. **B** Bg. day night



Sc. **84** Pnl. **A** Bg. day night



Dialog:

Action: - Susan gets zapped mid-Lunge.

DEC 17 2015

Timing:

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EPISODE #

Production :

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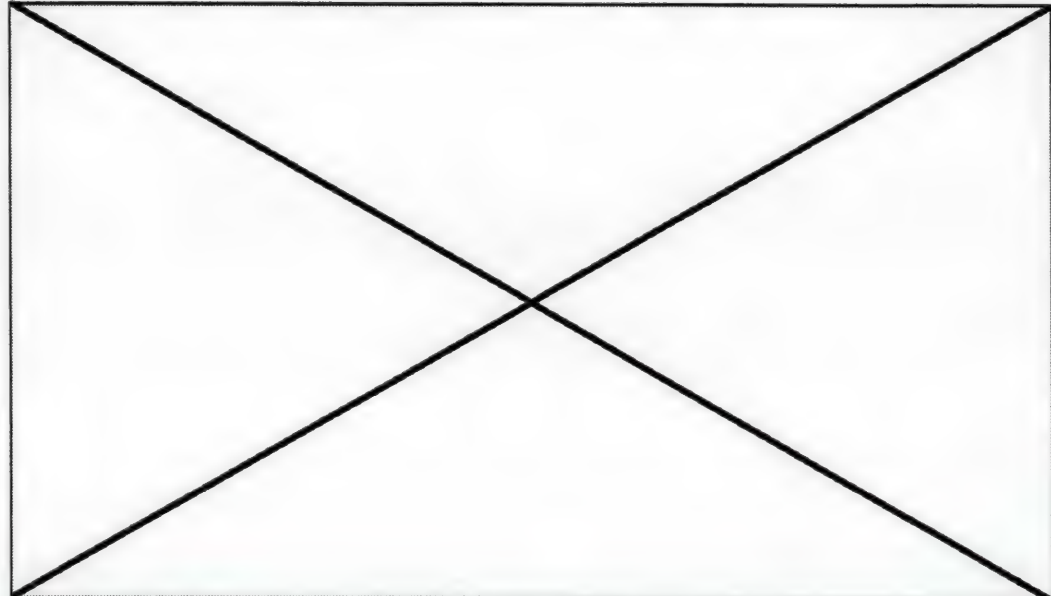
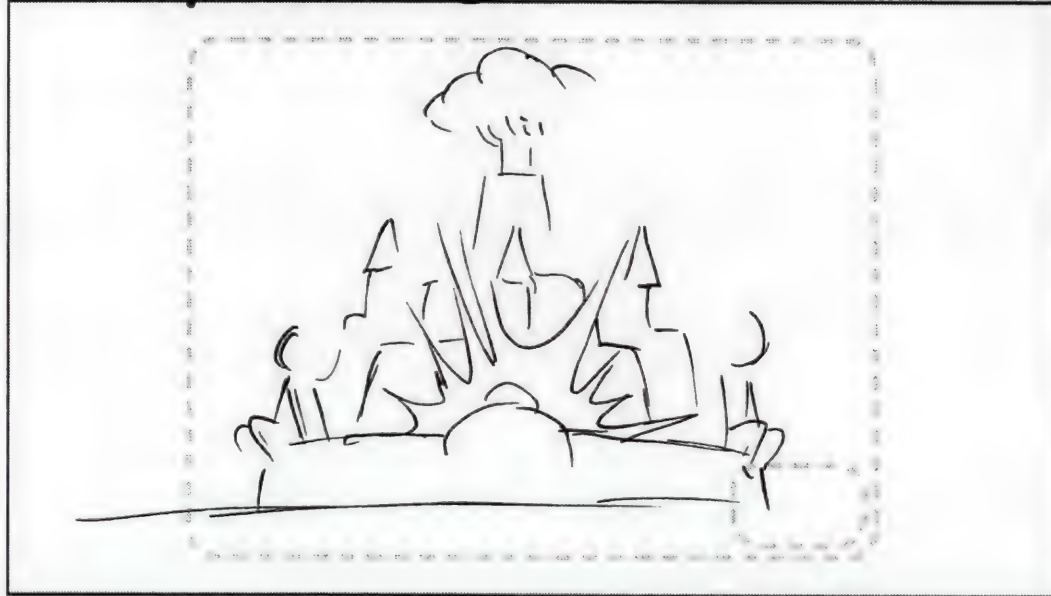


# ADVENTURE TIME



Page **135**

Sc. **84 cont** Pnl. **B** Bg. day night Sc. Pnl. Bg. day night



Dialog:

Action: - kingdom erupts in white light.

DEC 17 2015

Timing:

EPISODE #

Production :

1034-244

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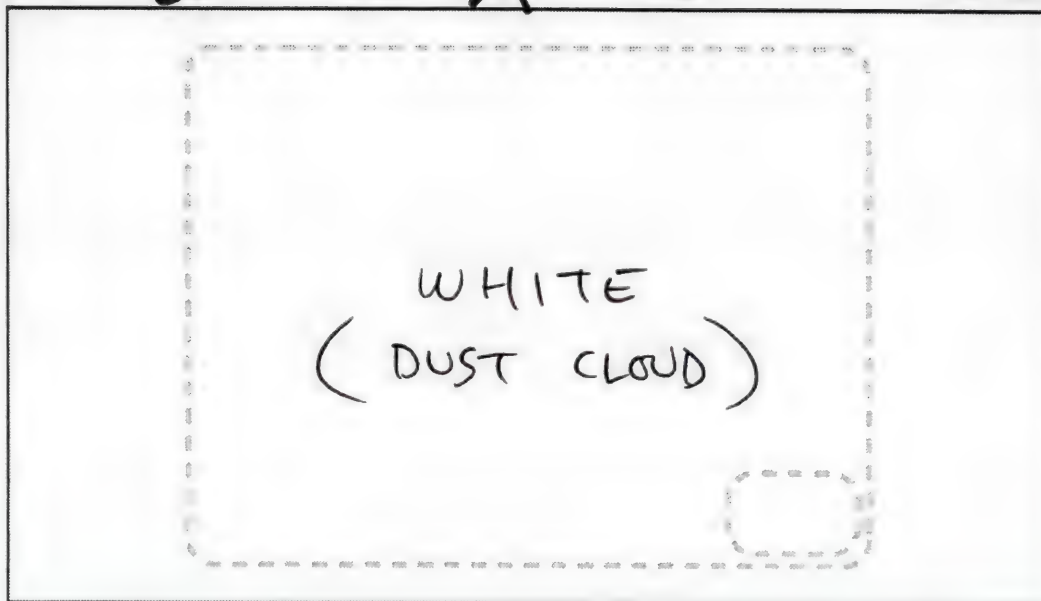
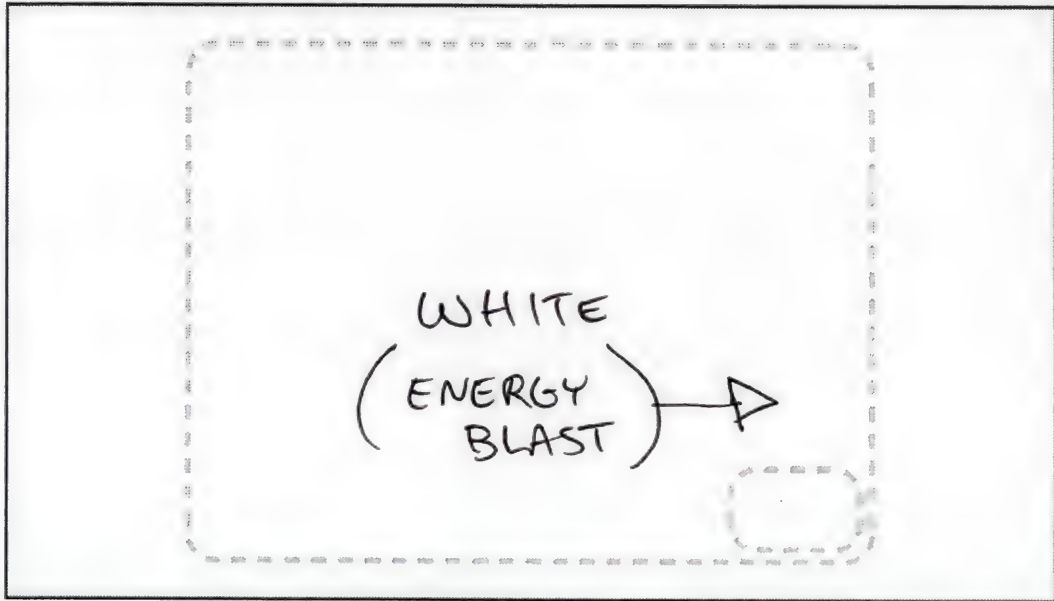
1034/244

# ADVENTURE TIME



Page **136**

Sc. **84 cont** Pnl. **C** Bg. day night Sc. **85** Pnl. **A** Bg. day night



Dialog:

(SFX:) \* ear-ringing \* noise starts?

Action:

DEC 17 2015

Timing:

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Production :

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1034/244



# ADVENTURE TIME



Page 137

Sc. 85 cont Pnl. B Bg. day night



Sc. 85 cont Pnl. C Bg. day night



Dialog:

(FINN): \* coughing \*  
(SFX): \* ear-ringing noise →

Action:

- Finn staggers into frame (special walk cycle?)

Timing:



DEC 17 2015

Production :

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# ADVENTURE TIME



Page **138**

Sc.

**85 cont** Pnl.

**D**

Bg.

day night



Sc.

**86**

Pnl.

**A**

Bg.

day night



Dialog:

(SFX) WAH WAH WAH [energy sounds]

(SFX) \* ear-ringing FADES \*

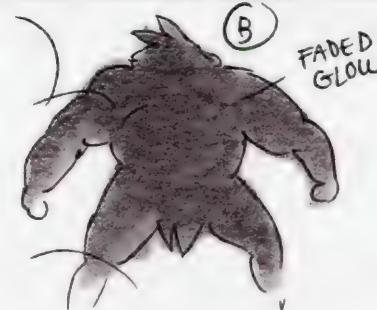
(SUSAN) ENERGY ABSORPTION SUCCESSFUL.

Action:



- Finn hears energy sounds.

Timing:



- Susan's energy glow slowly fades in & out, pulsing w/ energy.

DEC 17 2015

Production :

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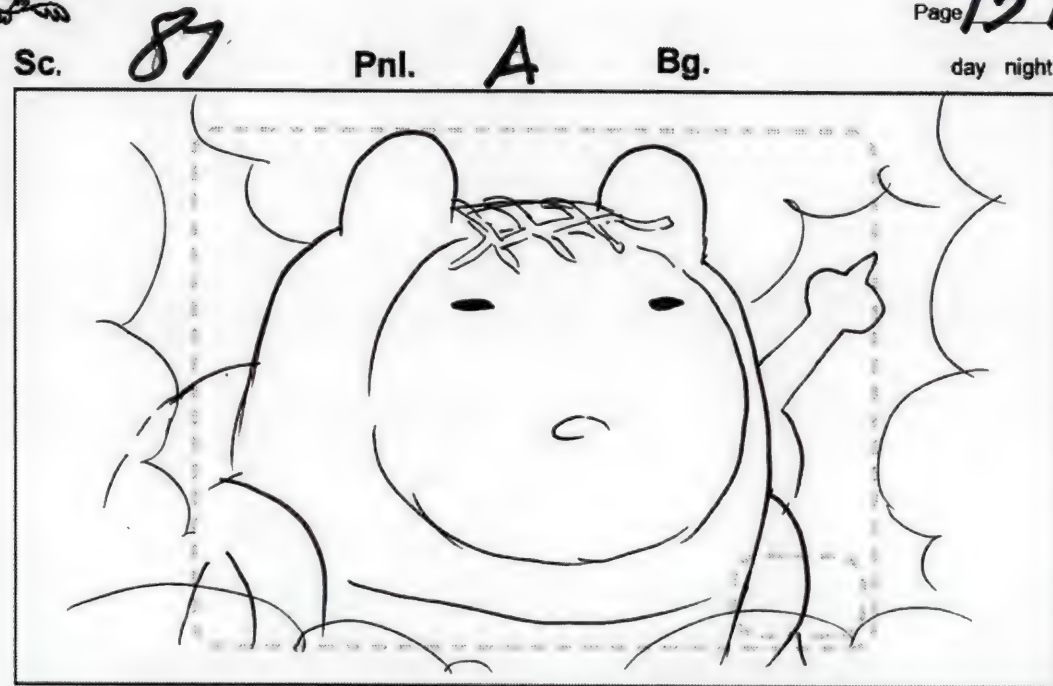
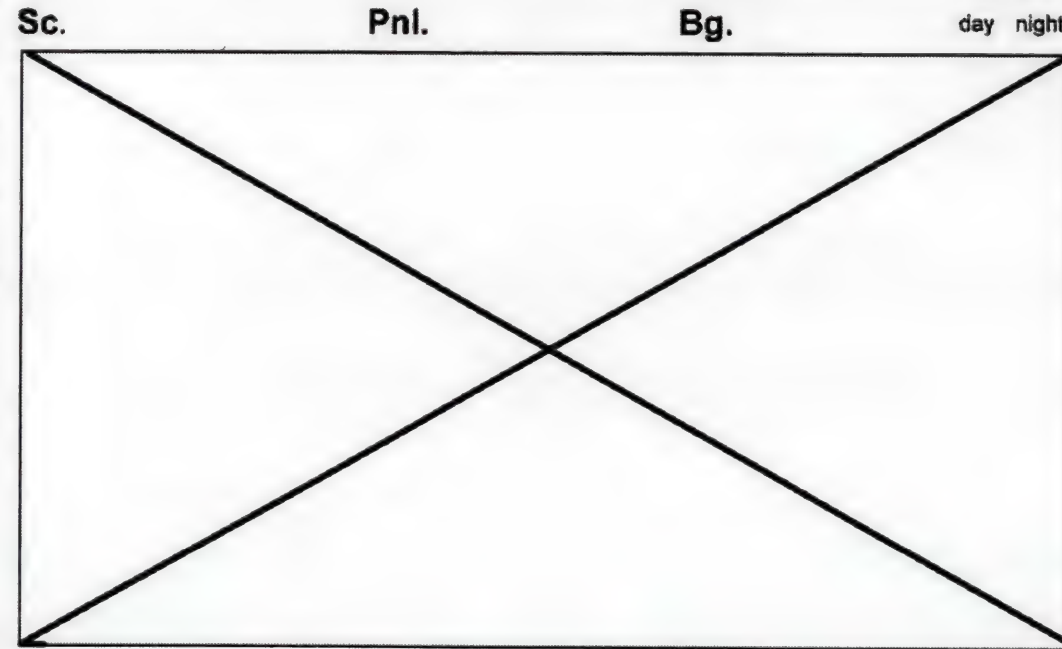
1034/244



# ADVENTURE TIME



Page **139**  
day night



Dialog:

(FINN) [real quiet] what the...  
(SFX) \* WAH-WAH continues \*

Action:

DEC 17 2015

Timing:

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Production :

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# ADVENTURE TIME

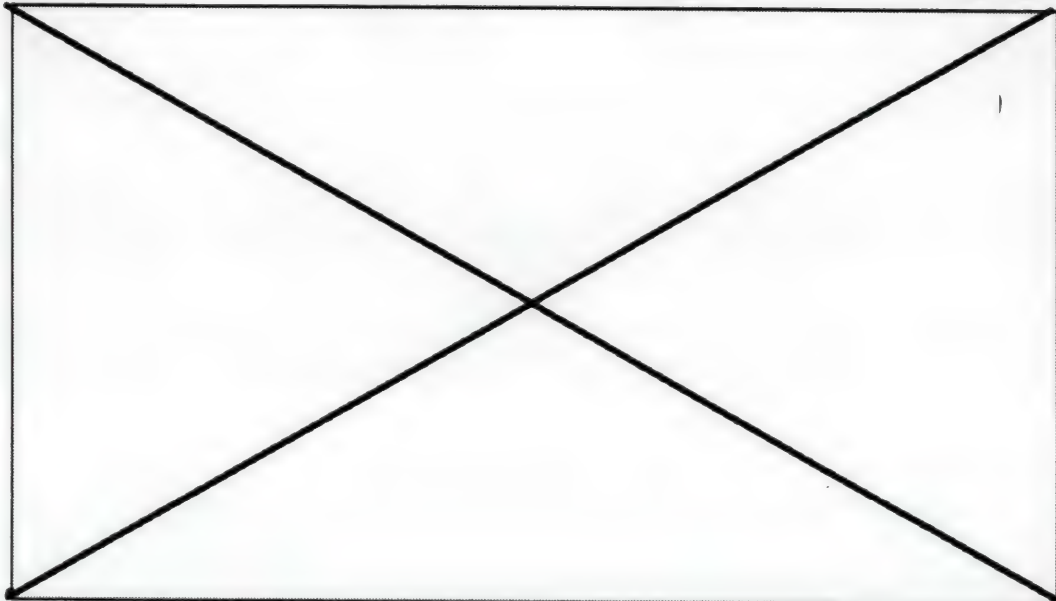


Page **140**

Sc. **87 CONT** Pnl. **B** Bg. day night



Sc. Pnl. Bg. day night



Dialog: **SUSAN OS: EXECUTE PHASE TWO**  
**SFX \* WAH-WAH \***

Action:

DEC 17 2015

Timing:

EPISODE #

Production :

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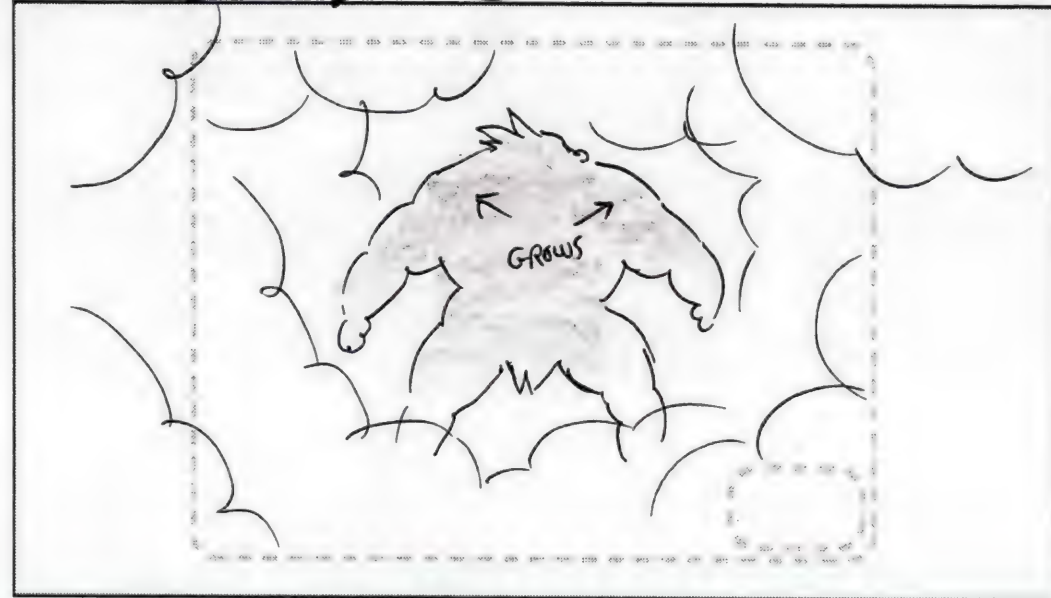
# ADVENTURE TIME

Page 141

Sc. 88 Pnl. A Bg. day night



Sc. 88 cont Pnl. B Bg. day night



Dialog:

(SFX) \* STRETCHING NOISES \* —————→

Action:

- SUSM starts SLOWLY, STEADILY, GROWING

DEC 17 2015

Timing:

EPISODE #

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Production :

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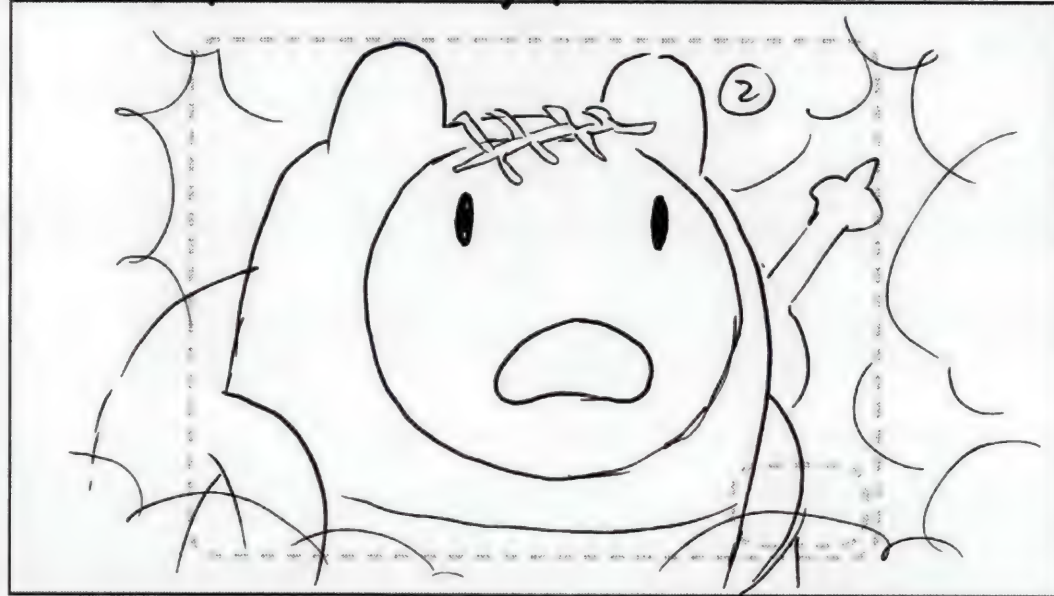
1034/244

# ADVENTURE TIME

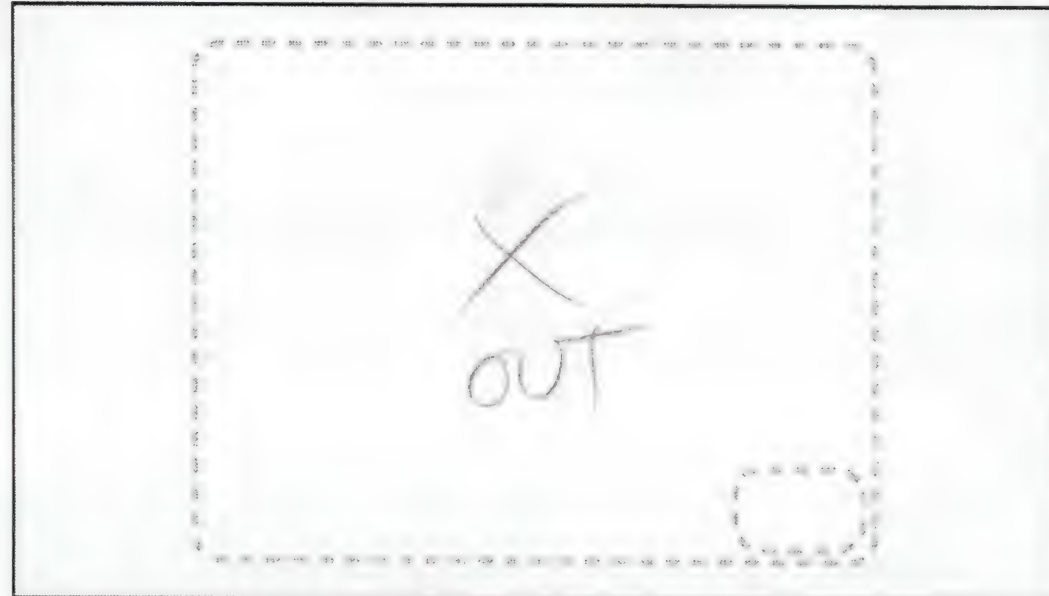


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Sc. 89 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:		
Action:		
Timing:		<p>DEC 17 2015</p>

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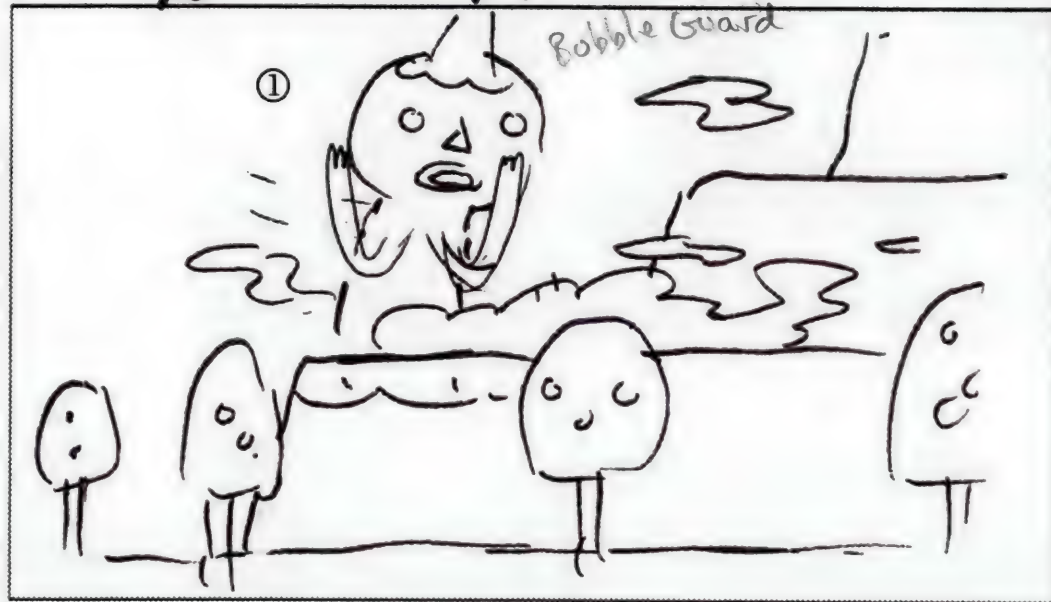
1034/244



# ADVENTURE TIME



Sc. **90** Pnl. **A** Bg. day night



Sc. **90 cont** Pnl. **B** Bg. day night



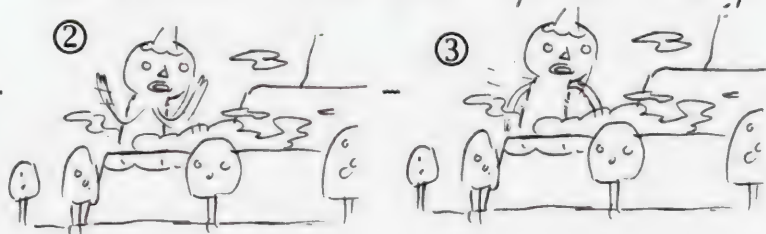
Dialog:

(GG) ① Oh shoot -  
② SORRY -

Action:

- GUARDIAN Fms smoke/dust away, apologizes.

Timing:



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Production :

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**NO PG 144**

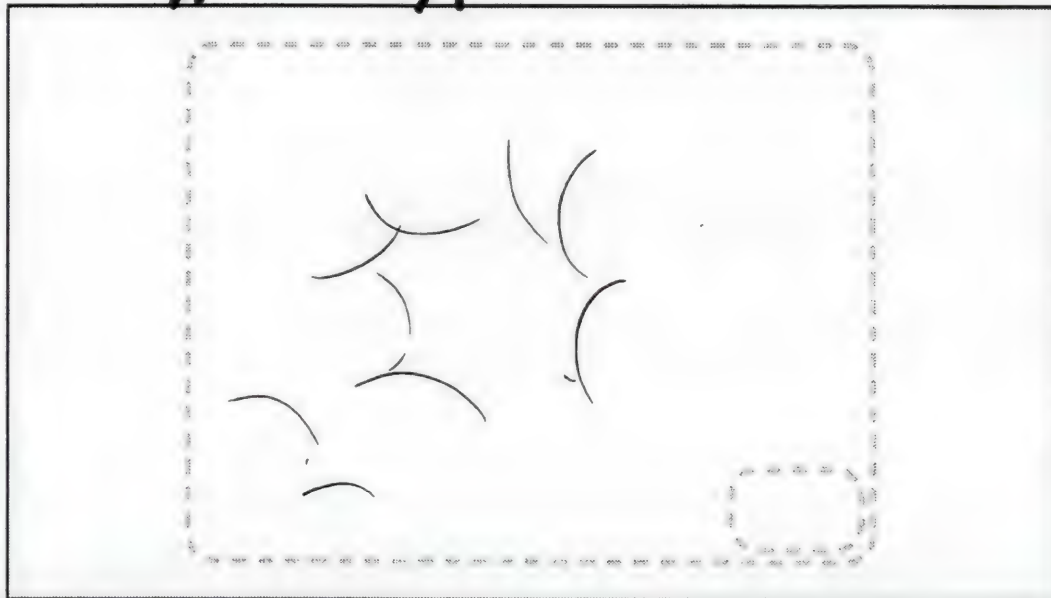
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# ADVENTURE TIME

Page **145**

Sc. **91** Pnl. **A** Bg. day night



Sc. **91 cont** Pnl. **B** Bg. day night



Dialog: **PB: OS \*coughing \***

**PB: \*coughing \***

Action:



- PB crawls forward through dust clouds.

Timing:

DEC 17 2015

Production :

EPISODE # **1034-244**

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**1034/244**



# ADVENTURE TIME



Page 146

Sc.

*9/cont* Pnl.

C

Bg.

day night



Sc.

*9/cont* Pnl.

D

Bg.

day night



Dialog:

(PB:) Finn?

(PB) → Finn where are you?

Action:

Timing:

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Production :

EPISODE #

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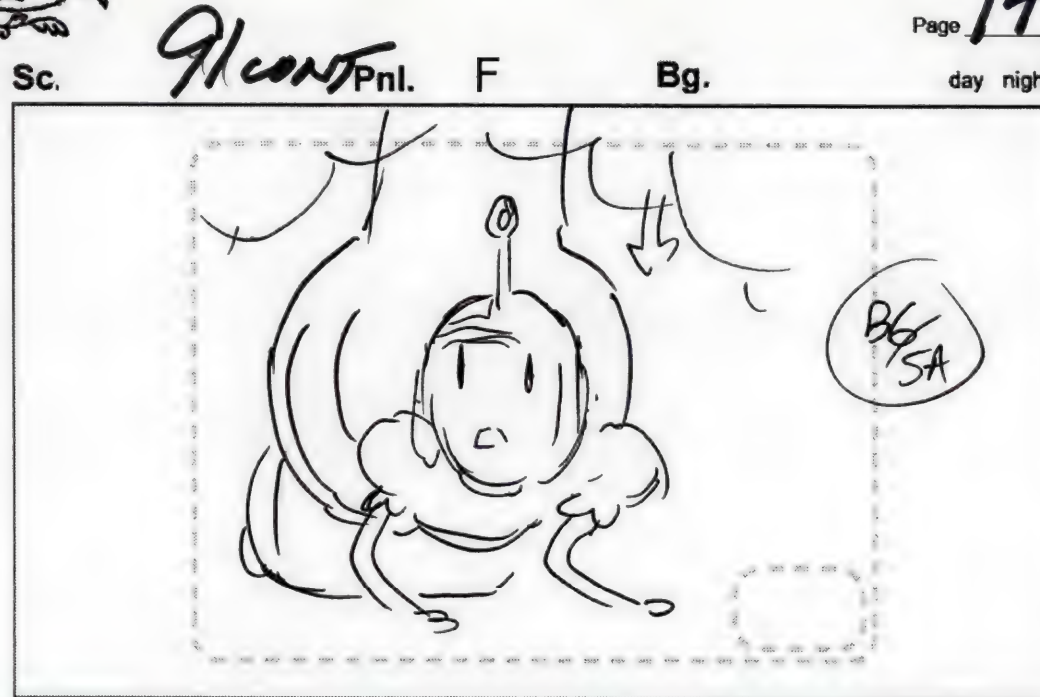
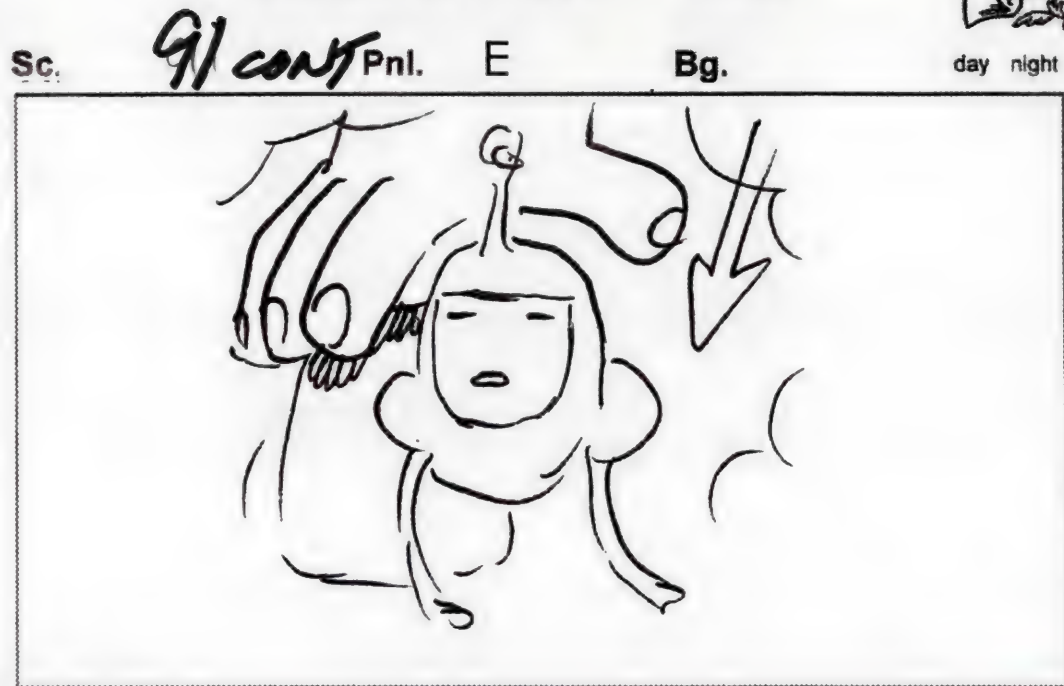
1034/244

1034/244

# ADVENTURE TIME



Page **147**



Dialog:

Action:

**⚡** - Susm quickly reaches in and **SNATCHES** PB **⚡**

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Timing:

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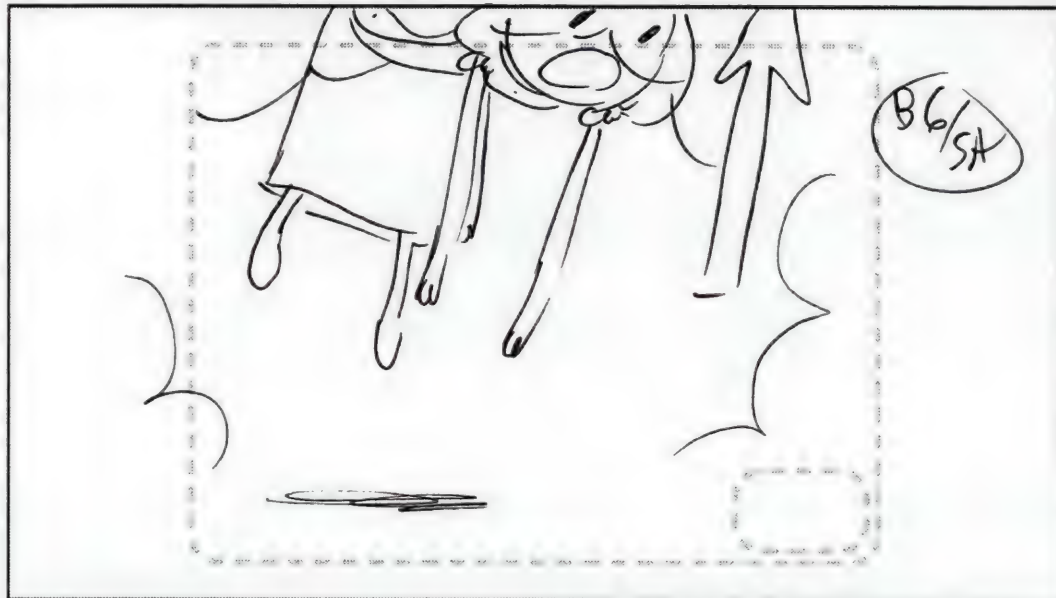


# ADVENTURE TIME

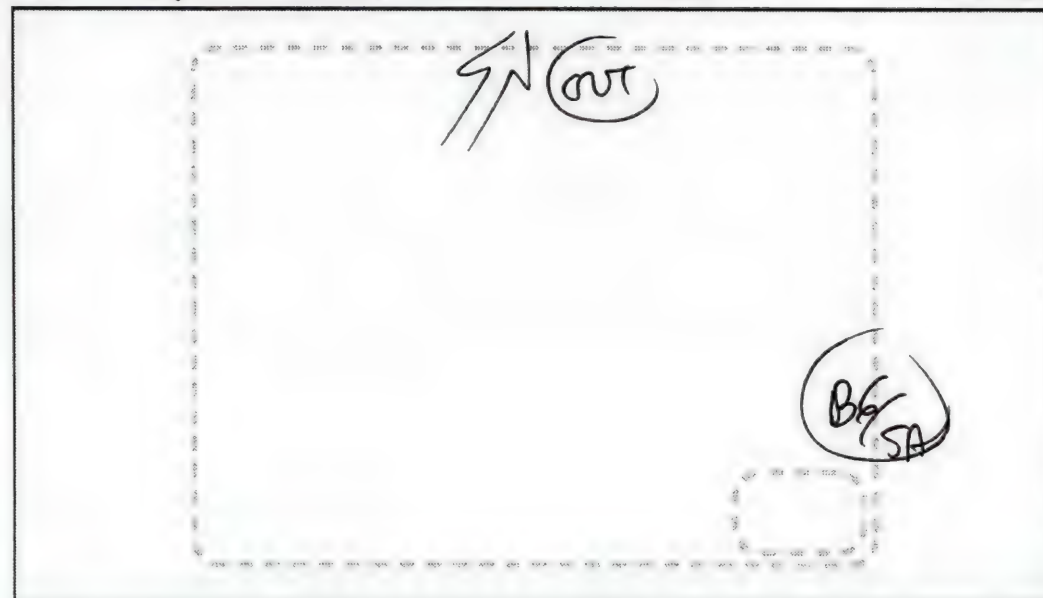


Page **148**

Sc. **9/cont** Pnl. **G** Bg. day night



Sc. **9/cont** Pnl. **H** Bg. day night



Dialog:

**(PB): WAH!**

Action:

**-PB IS QUICKLY LIFTED OFF/S.**

Timing:

DEC 17 2010

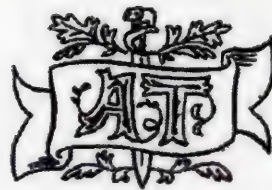
Production :

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**1034/244**

# ADVENTURE TIME



Page **149**

Sc. **92** Pnl. **A** Bg. day night



Sc. **92.cont** Pnl. **B** Bg. day night



Dialog:

**(F) PRINCESS!**

Action

-Finn hears PB call for help, runs toward her.

Timing



DEC 17 2015

Production :

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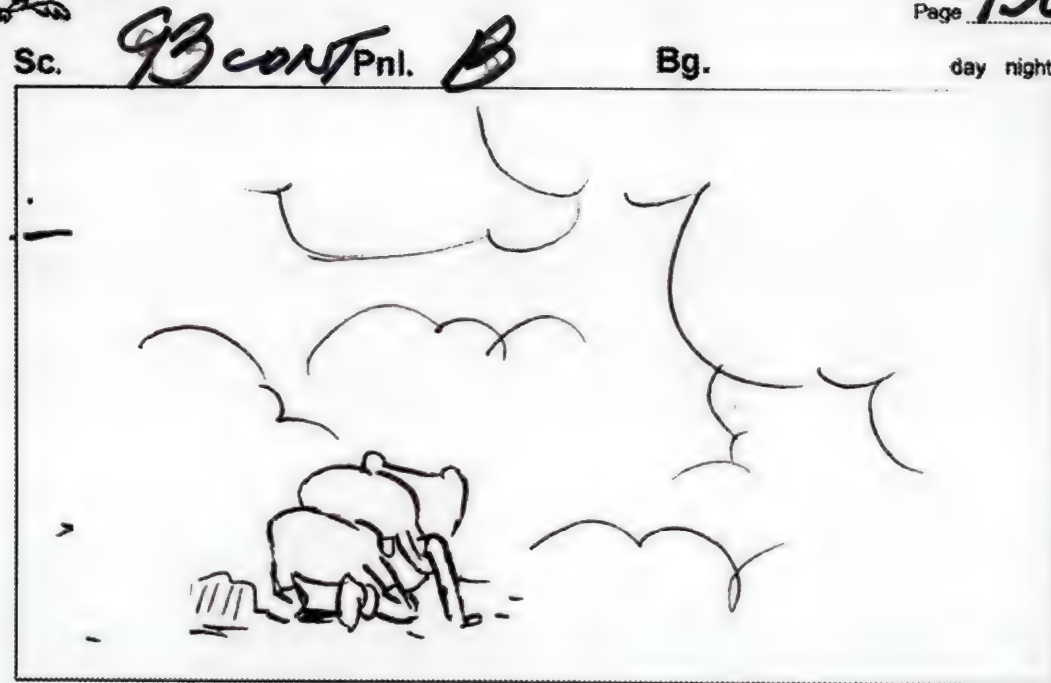
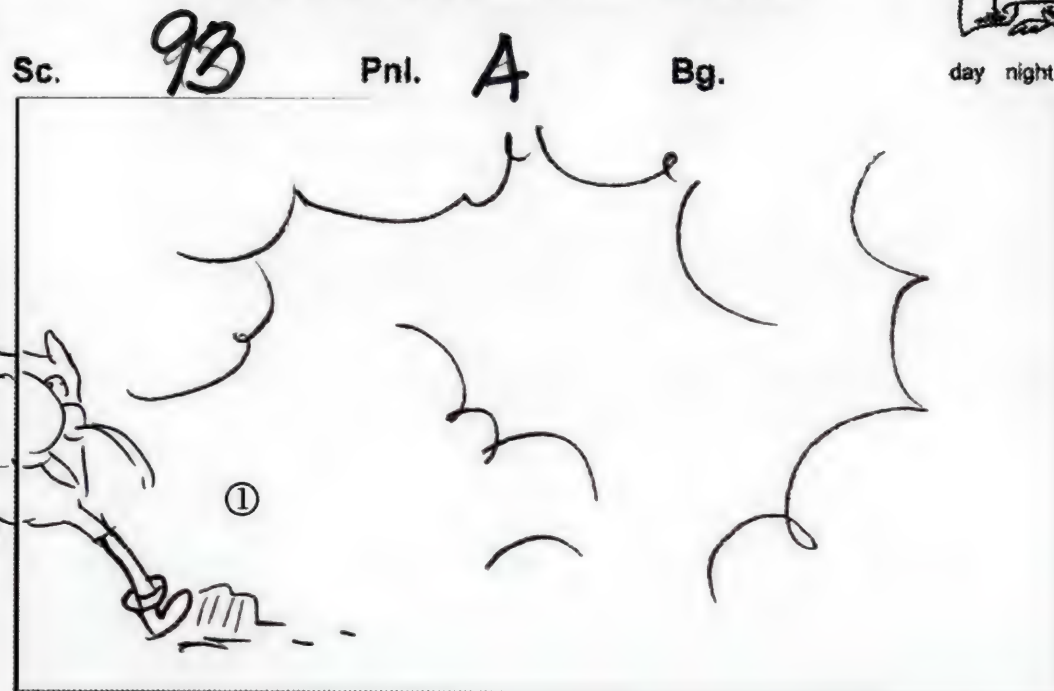
**1034/244**



# ADVENTURE TIME



Page **150**



- Finn runs into shot and immediately trips and falls down on all fours.

DEC 17 2015

1034-244

EPISODE #

1034/244

Production :

1034/244

# ADVENTURE TIME



Sc.

93 cont Pnl. C

Bg.

day night

Sc.

93 cont Pnl. D

Bg.

Page 151  
day night



Dialog:

Action:

- Dust clears/fades, revealing SUSAN holding PB.

Timing:

DEC 17 2015

EPISODE #

1034-244

Production :

1034/244

1034/244



# ADVENTURE TIME

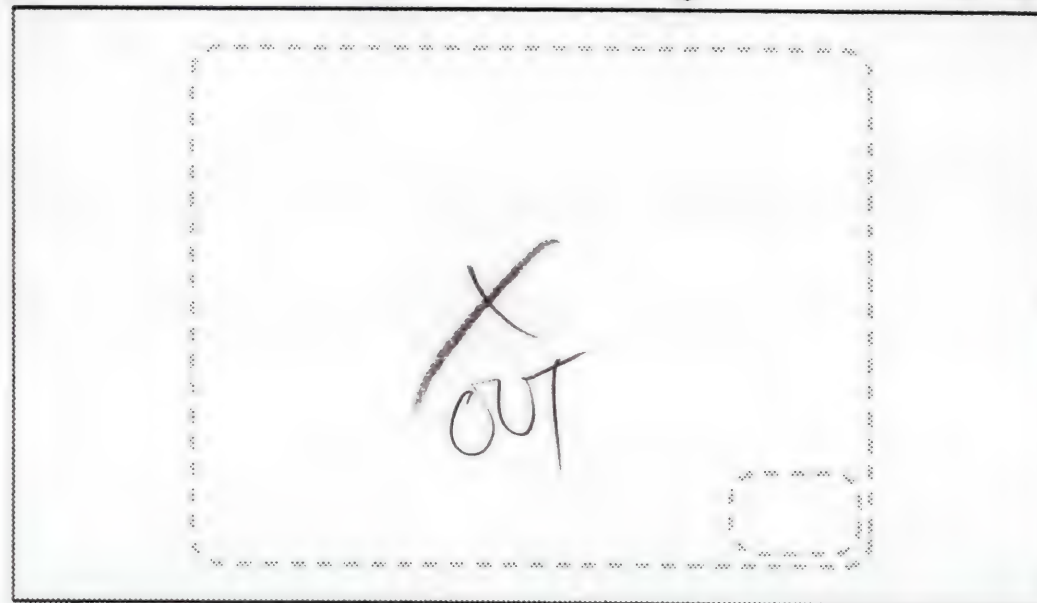


Page 152

Sc. 93 cont Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:

SUSAN:

Action:

ELIMINATING  
BUSYBODY

- SUSAN LIFTS HAND SO  
IT'S DIRECTLY ABOVE PB.

DEC 17 2015

Timing:

EPISODE #

1034-244

1034/244

Production :

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# ADVENTURE TIME



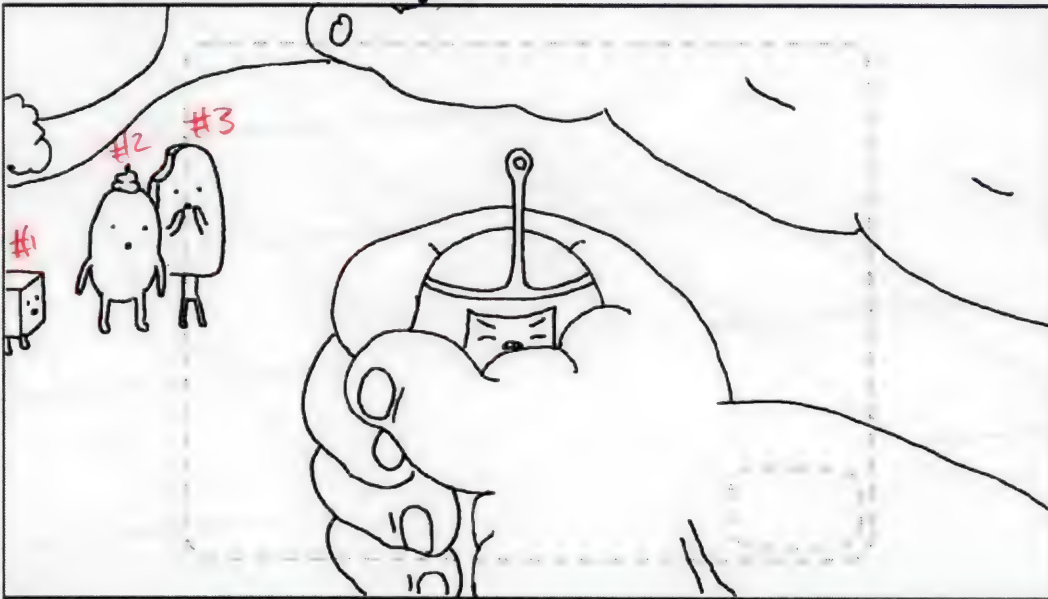
Page **153**

Sc. **94**

Pnl. **A**

Bg.

day night

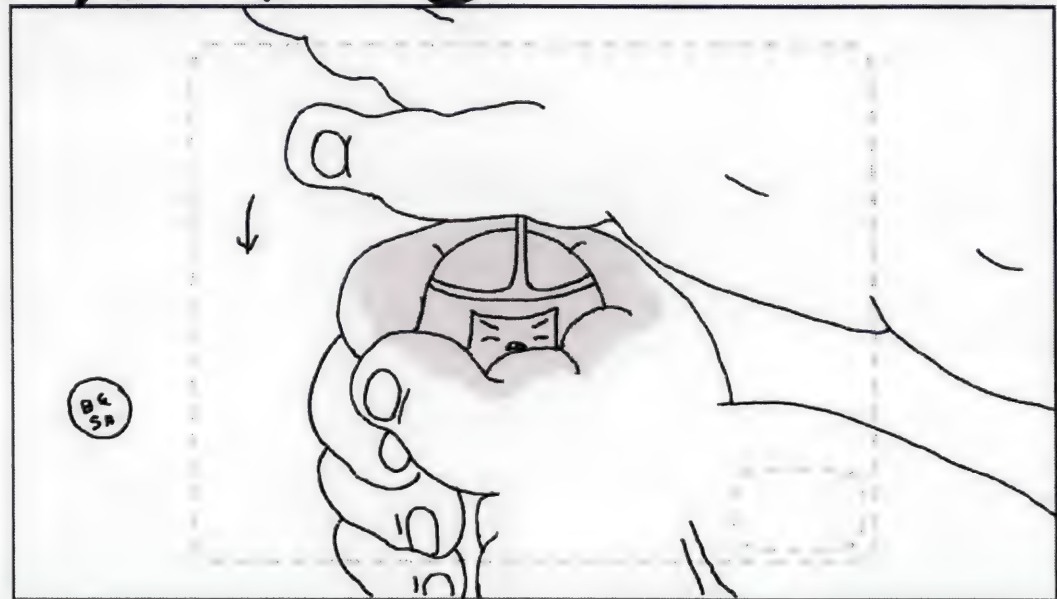


Sc. **94 cont**

Pnl. **B**

Bg.

day night



1034-244

EPISODE #

1034/244

Production :

Dialog:

(PB) / NNN.!

Action:

- SUSAN SLOWLY LOWERS PALM, GETTIN' SET.

DEC 17 2015

Timing:

1034/244



# ADVENTURE TIME



Sc. **95**

Pnl. **A**

Bg.

day night



Sc. **95 CONT** Pnl. **B**

Bg.

Page **154**  
**1034/244**  
day night



Dialog:

RATTLE BALLS (os) UNHAND HER, BRUTE!

DEC 17 2015

Action:

- THE WIND UP.

Timing:



Production :

EPISODE #

1034-244

1034/244

1034/244

# ADVENTURE TIME



Page **155A**  
**155B NEXT**  
 day night

Sc. **95 CONT** Pnl. **C**

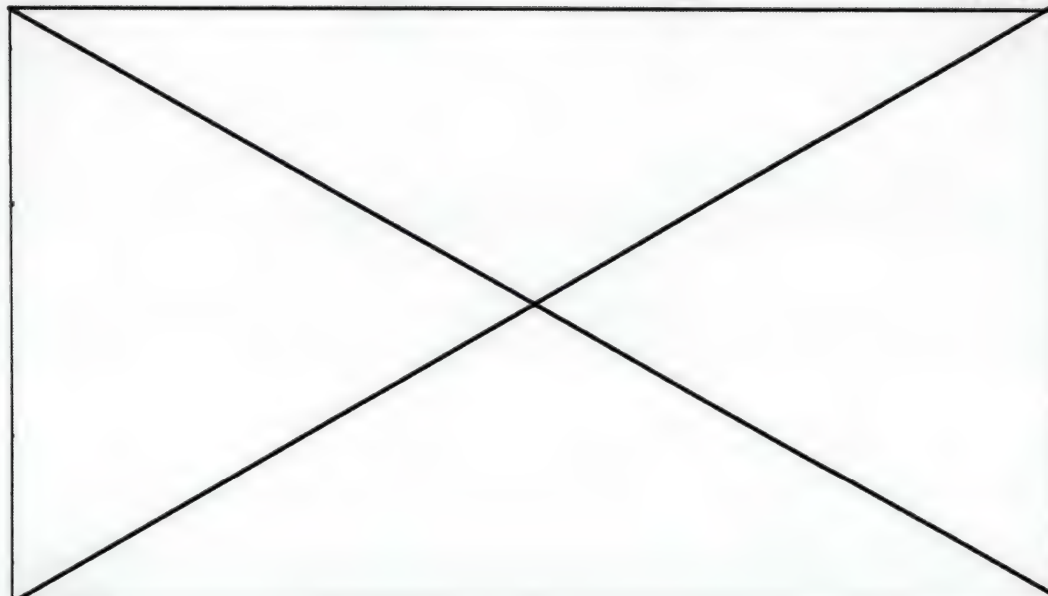
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

- SUSAN STOPS ATTACK, LOOKS BACK.

DEC 17 2015

Timing:

1034-244

EPISODE #

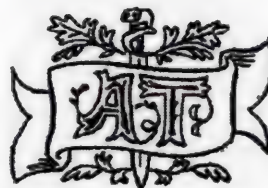
1034/244

Production :

1034/244



# ADVENTURE TIME



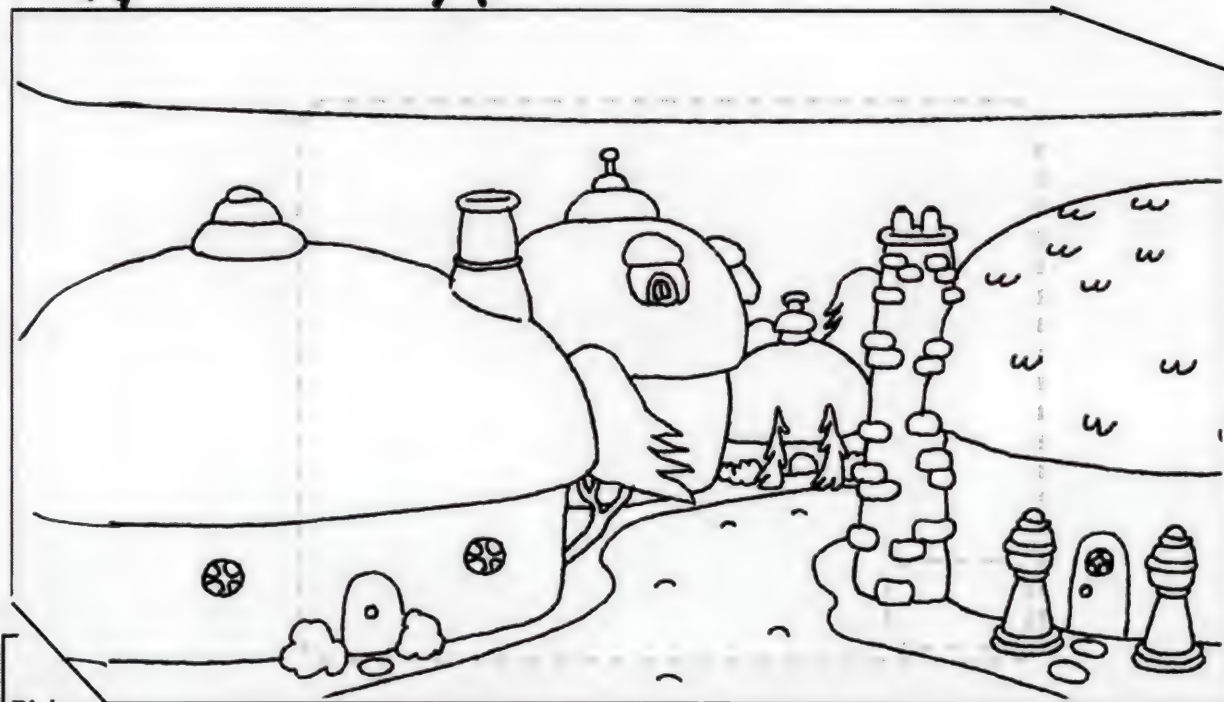
Page **155B**  
**156NEXT**

Sc. **96**

Pnl. **A**

Bg.

day night



Dialog:

**(RB)(os)** I CANNOT HIDE IN THE SHADOWS ANY LONGER!

Action:

- SUSAN STOPS ATTACK, LOOKS BACK.

DEC 17 2015

Timing:

1034-244

EPISODE #

1034/244

Production :

1034/244

# ADVENTURE TIME



Sc. **97**

Pnl. **A**

Bg.

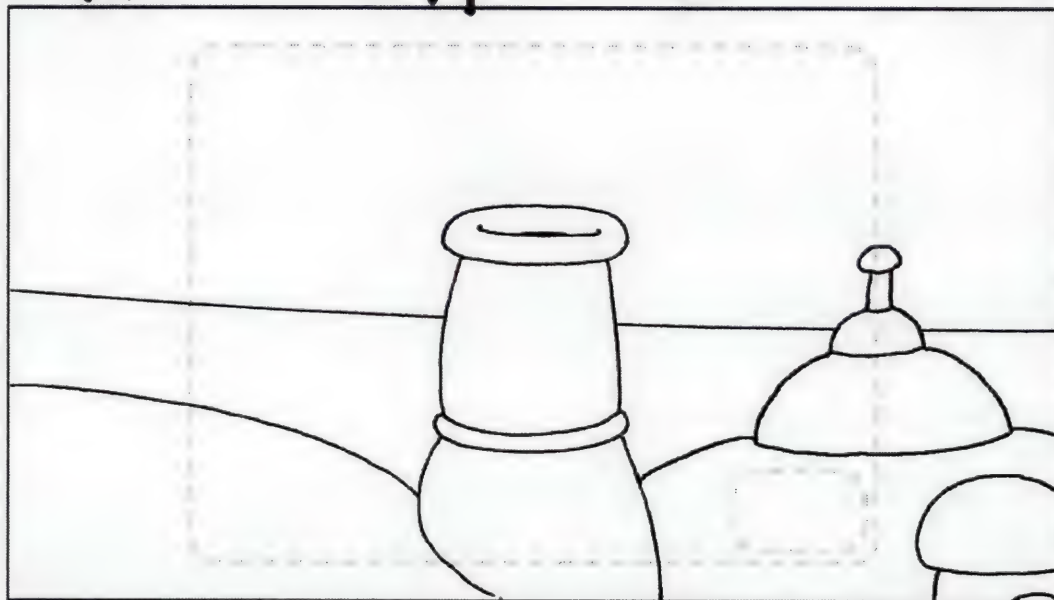
day night

Sc. **97 CONT**

Pnl. **B**

Bg.

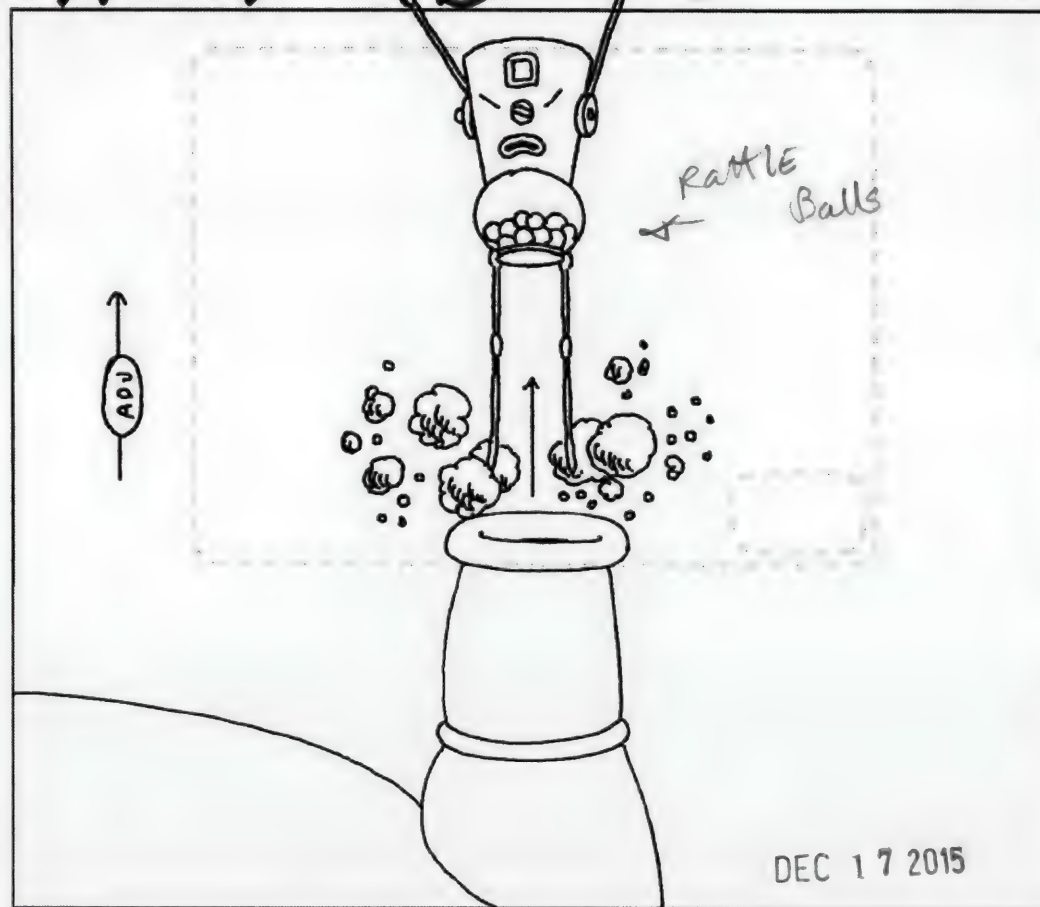
Page **156**  
No **19157**  
day night



Dialog:

Action:

Timing:



DEC 17 2015

- RATTLE BALLS SHOOT OUT OF CHIMNEY. - ADU, w/ RB.

**FWOOMP**

1034-244

EPISODE #

1034/244

Production :

1034/244



ADVENTURE TIME



Page **157A**  
**157B NEXT**

Sc. **97 cont** Pnl. **C**

Bg.

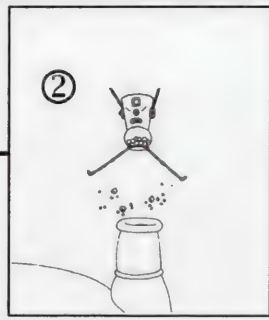
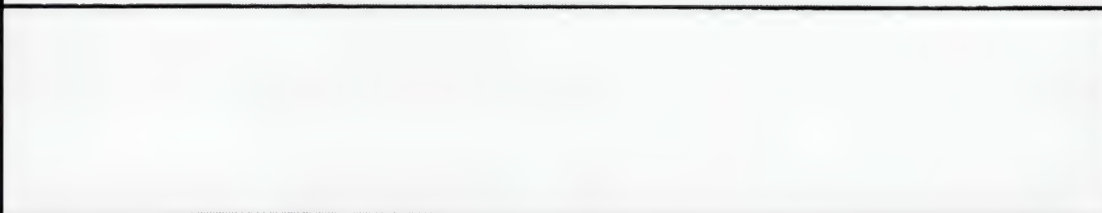
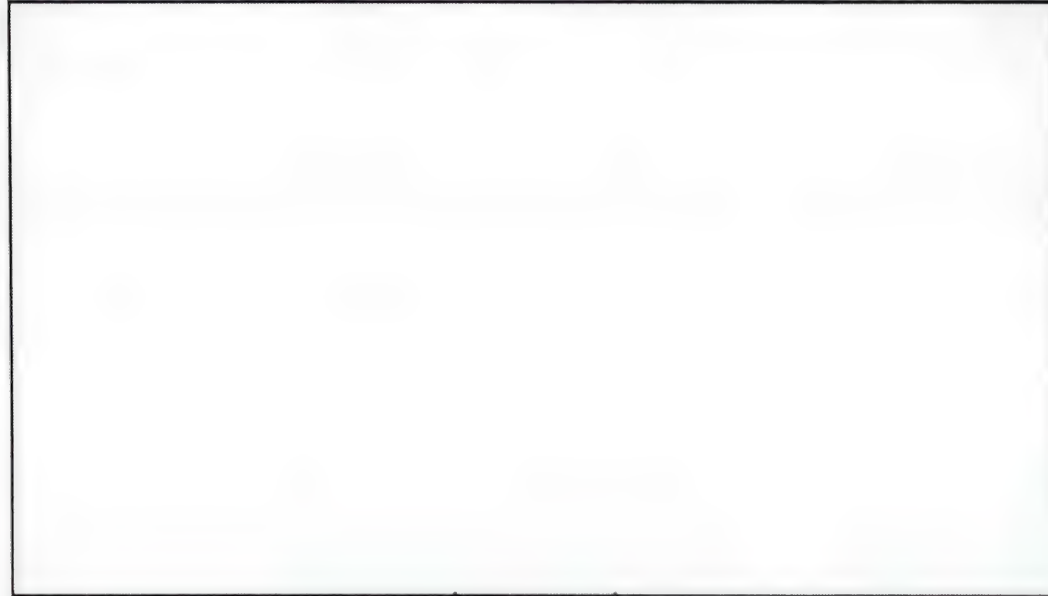
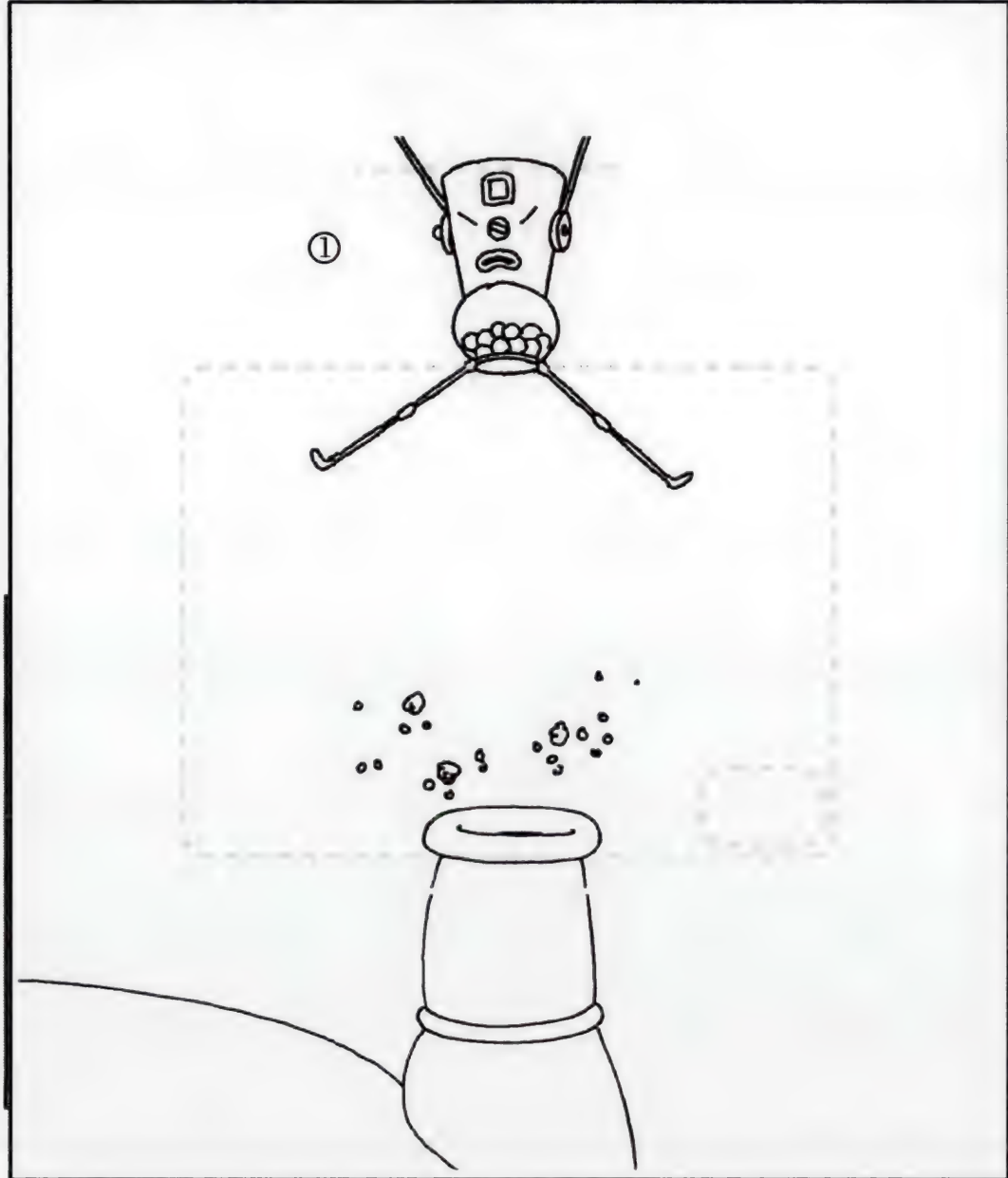
day night

Sc.

Pnl.

Bg.

day night



DEC 17 2015

1034-244

EPISODE #

1034/244

Production :

1034/244

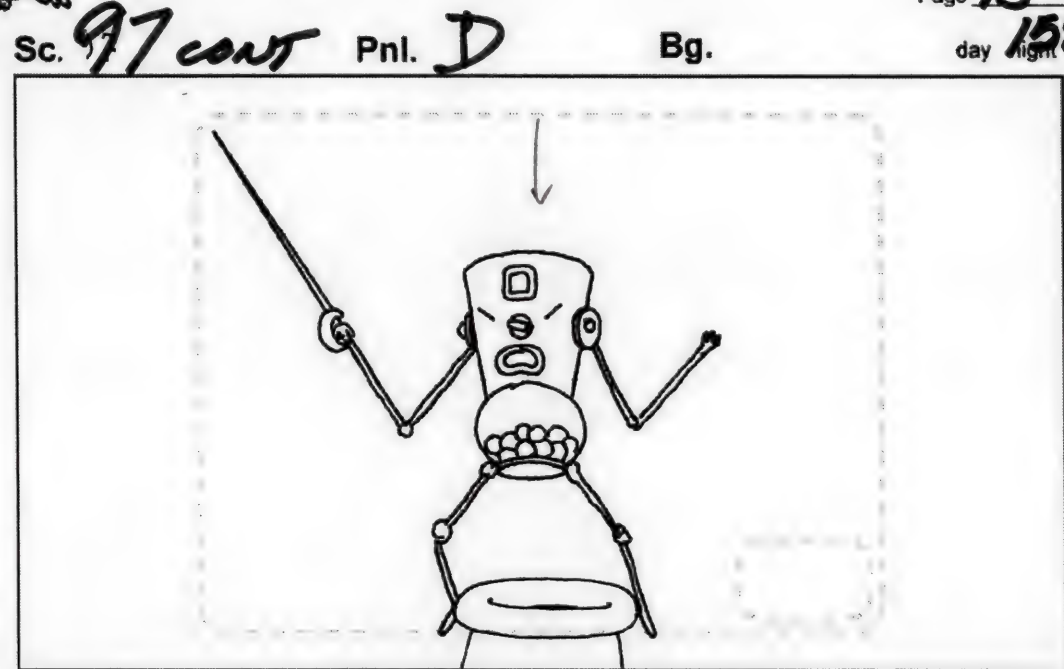
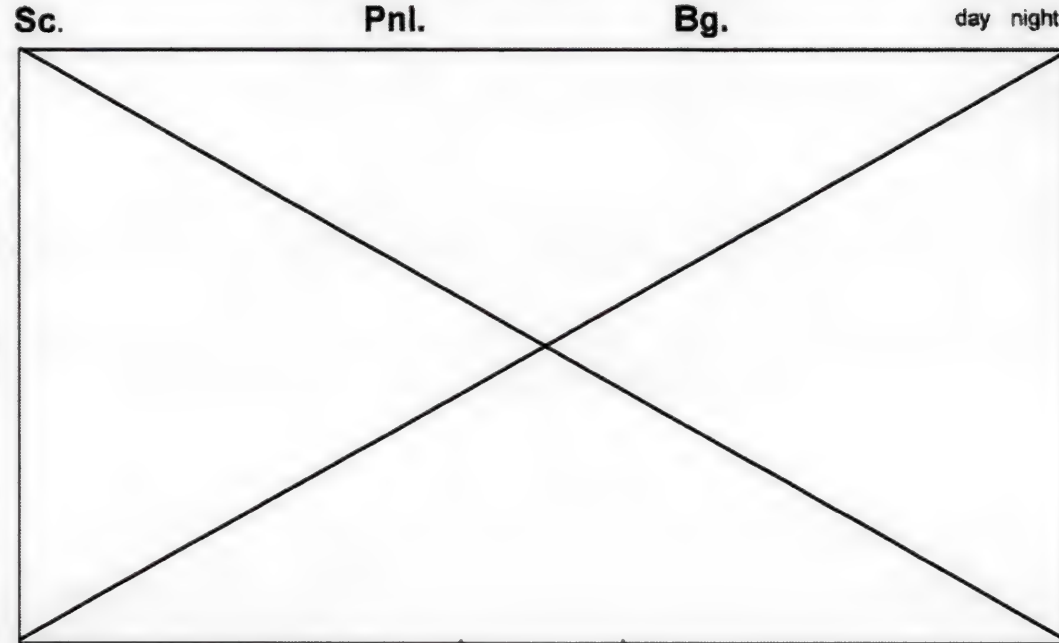
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1034/244

# ADVENTURE TIME



Page **157B**  
**158 NEXT**



Dialog:

**(RB)** RATTLE BALLS IS IN  
 THIS TOO!

Action:

-RB LANDS ON CHIMNEY.

Timing:

DEC 17 2015

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Production :

1034/244



ADVENTURE TIME



Page **158**

Sc. **97 CONT** Pnl. **E**

Bg.

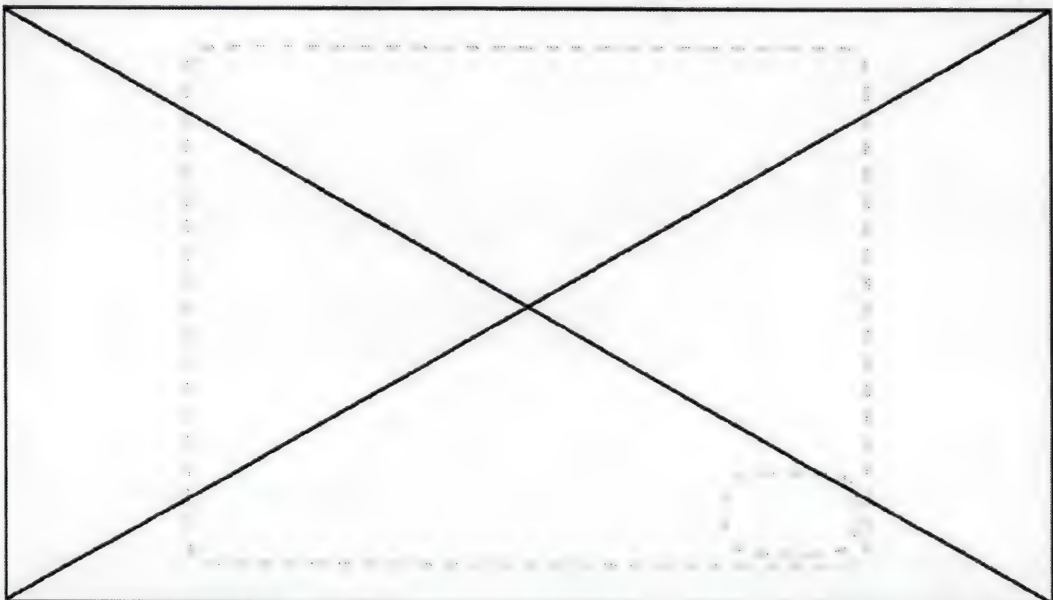
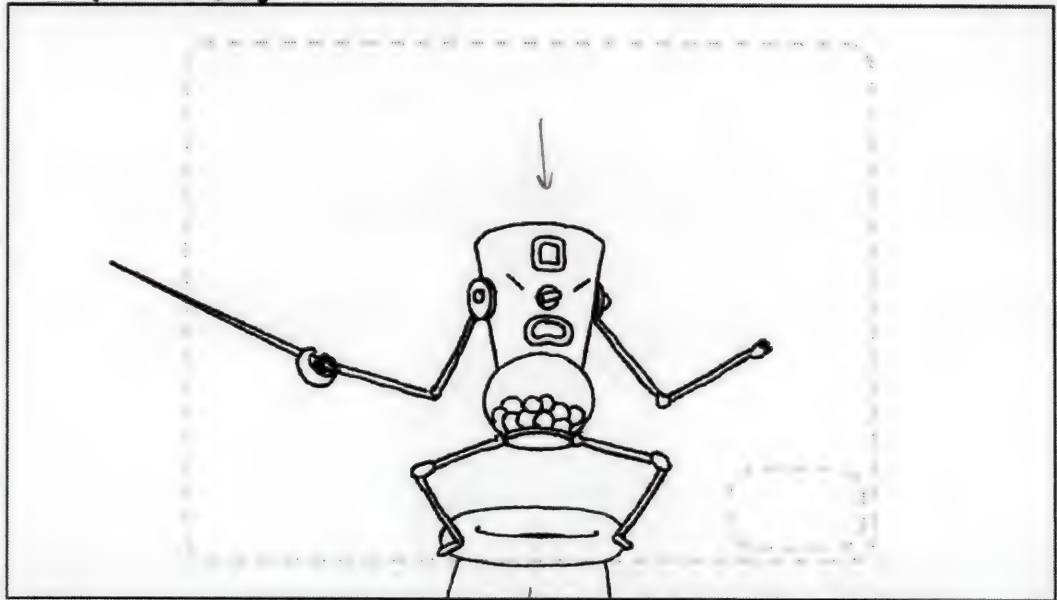
day night

Sc. **-**

Pnl. **-**

Bg. **-**

day night



Dialog:

Action:

-RB ANTICS DOWN.

Timing:

DEC 17 2013

EPISODE #

Production :

1034-244

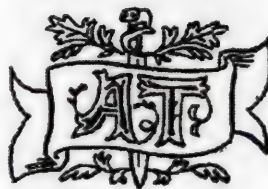
1034/244

1034/244

1034/244

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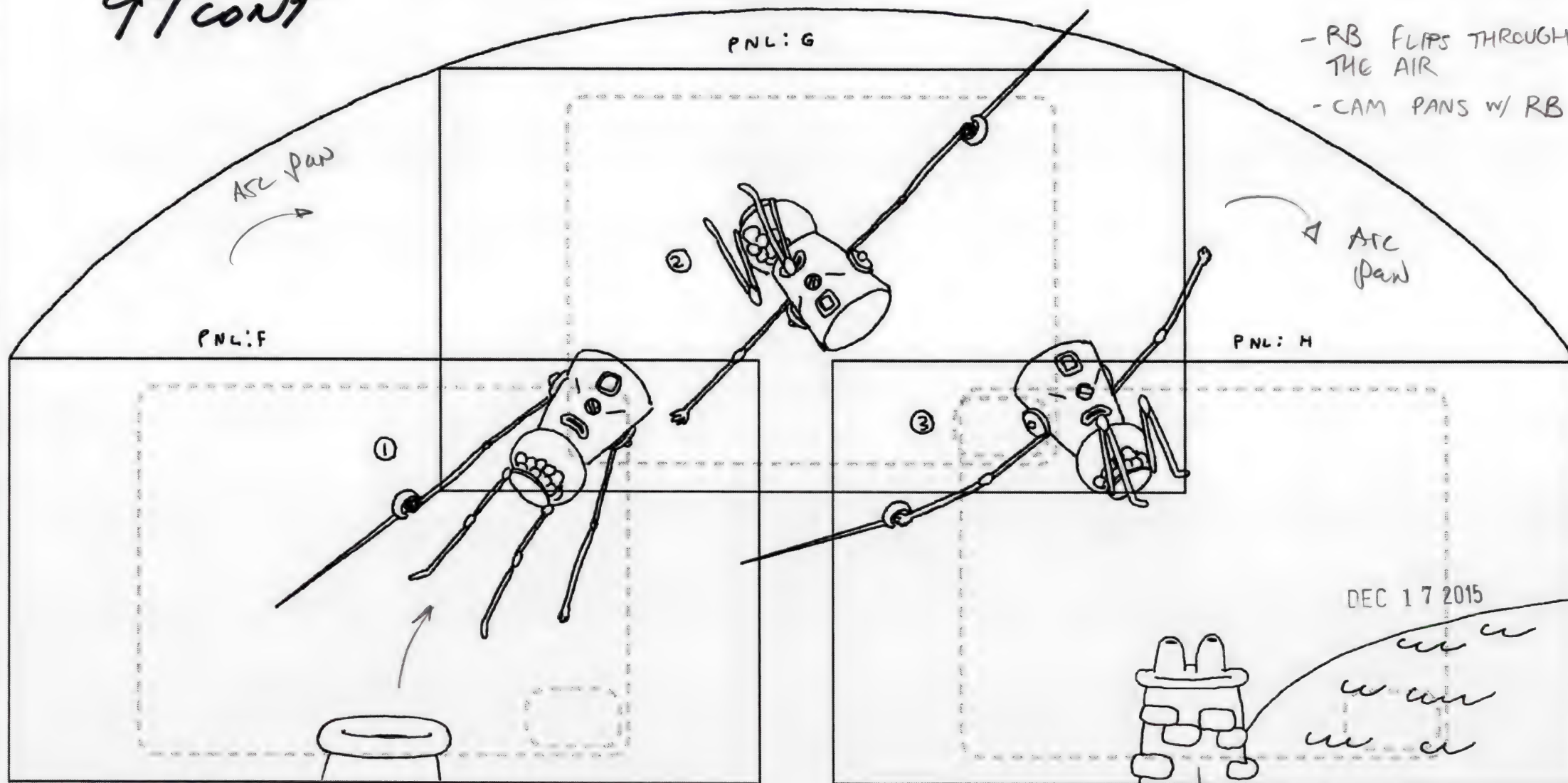
# ADVENTURE TIME



Page **159**

97 CONT

- RB FLIPS THROUGH THE AIR
- CAM PANS W/ RB.



(RB) HYUP!

1034-244

EPISODE #

1034/244

Production :

1034/244

1034/244



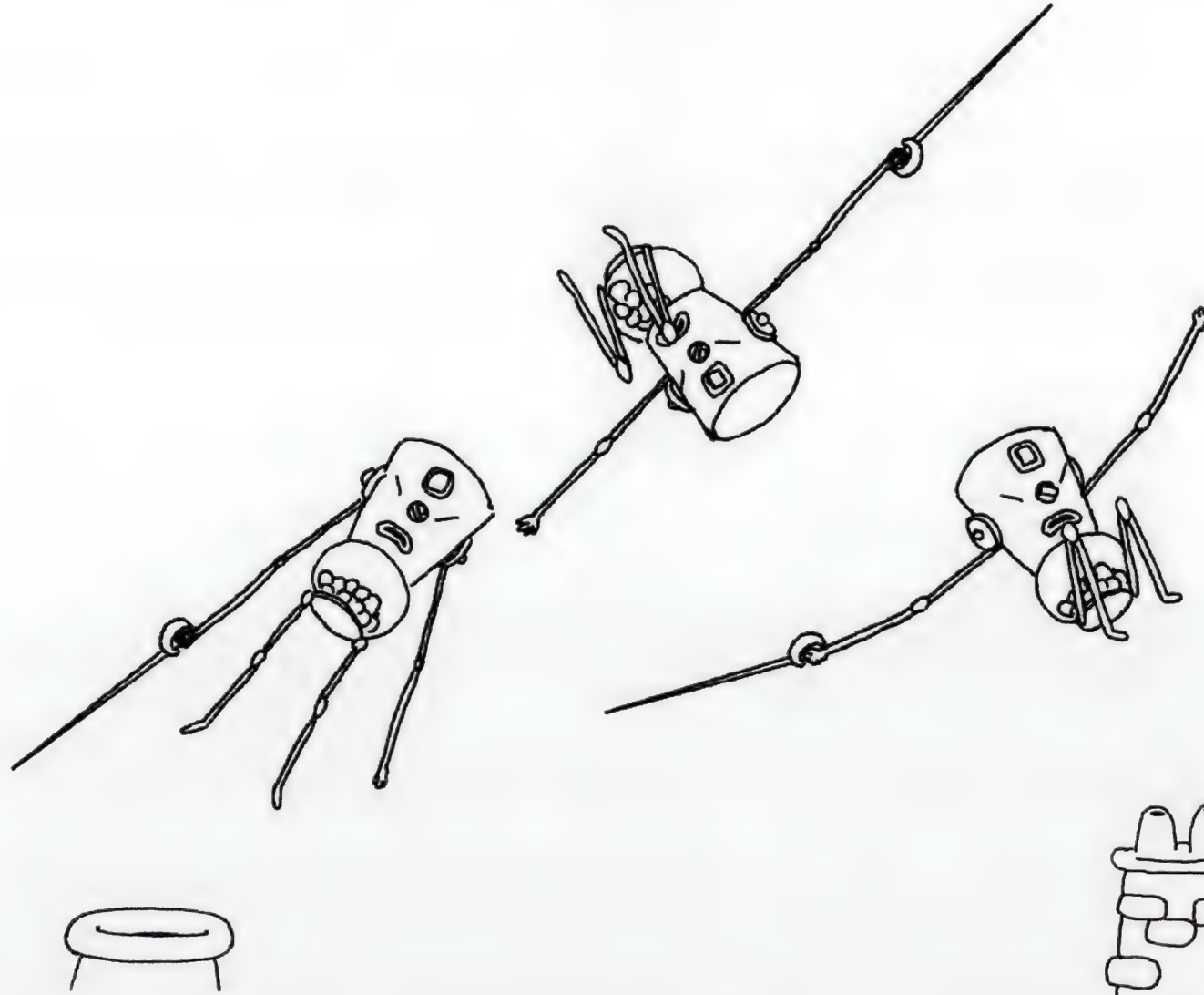
1034/244

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# ADVENTURE TIME



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REF  
POSES

DEC 17 2015

u u u  
u u u  
u u u

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EPISODE #

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Production :

1034/244

# ADVENTURE TIME

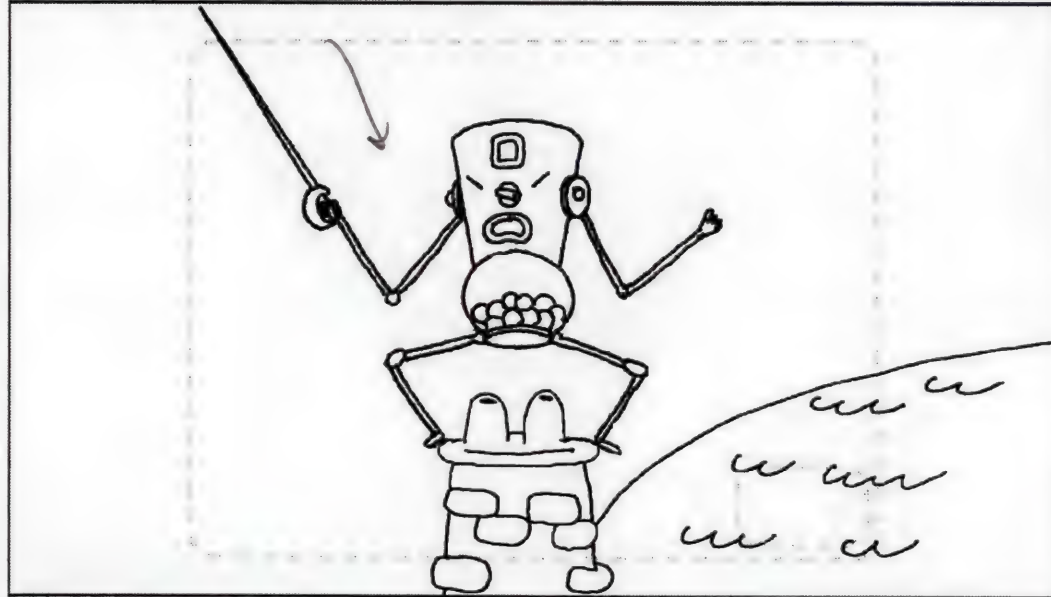


Page **161**

Sc. **97 cont** Pnl. **I**

Bg.

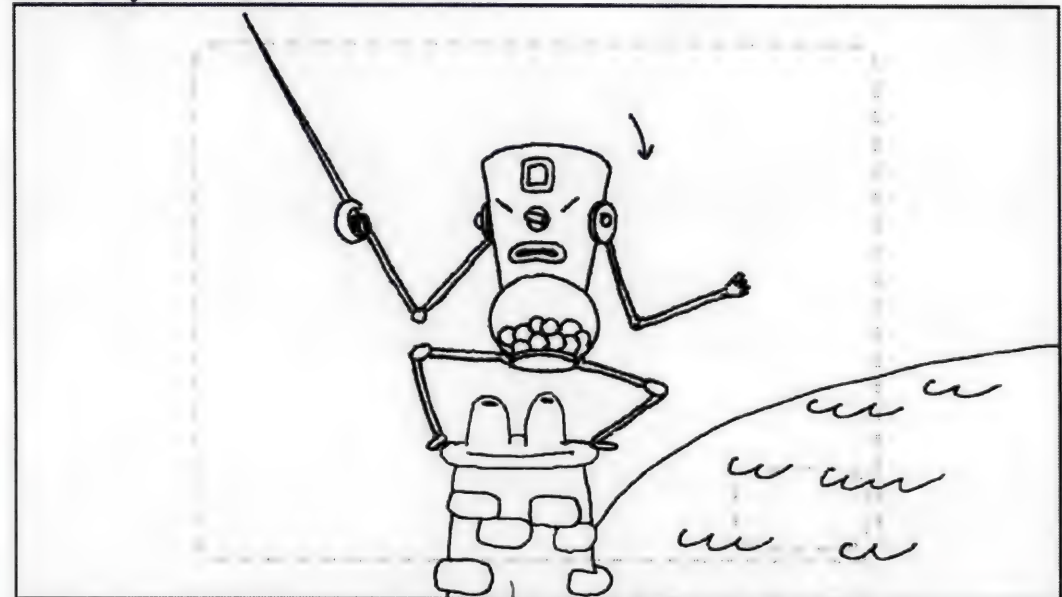
day night



Sc. **97 cont** Pnl. **J**

Bg.

day night



Dialog:

Action:

-RB LANDS ON ANOTHER CHIMNEY

-RB ANTICS

Timing:

DEC 17 2015

1034-244

EPISODE #

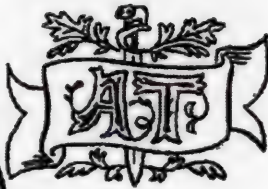
1034/244

Production :

1034/244



ADVENTURE TIME

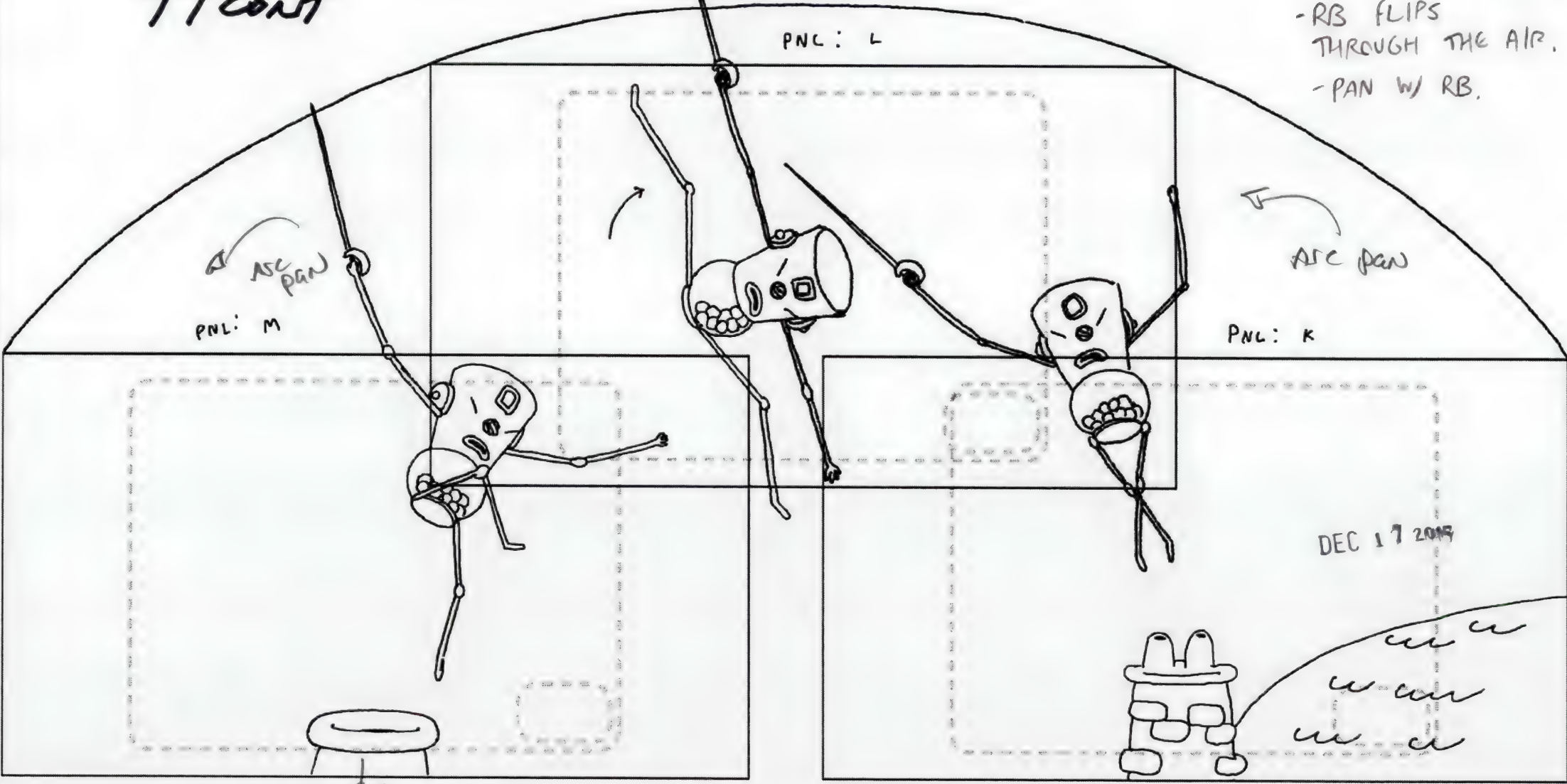


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97 CONT

- RB FLIPS THROUGH THE AIR.
- PAN W/ RB.

1034/244



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EPISODE #

1034/244

Production :

1034/244

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(RB) HYAT!

ADVENTURE TIME

Page 163

- REF.  
POSE S.

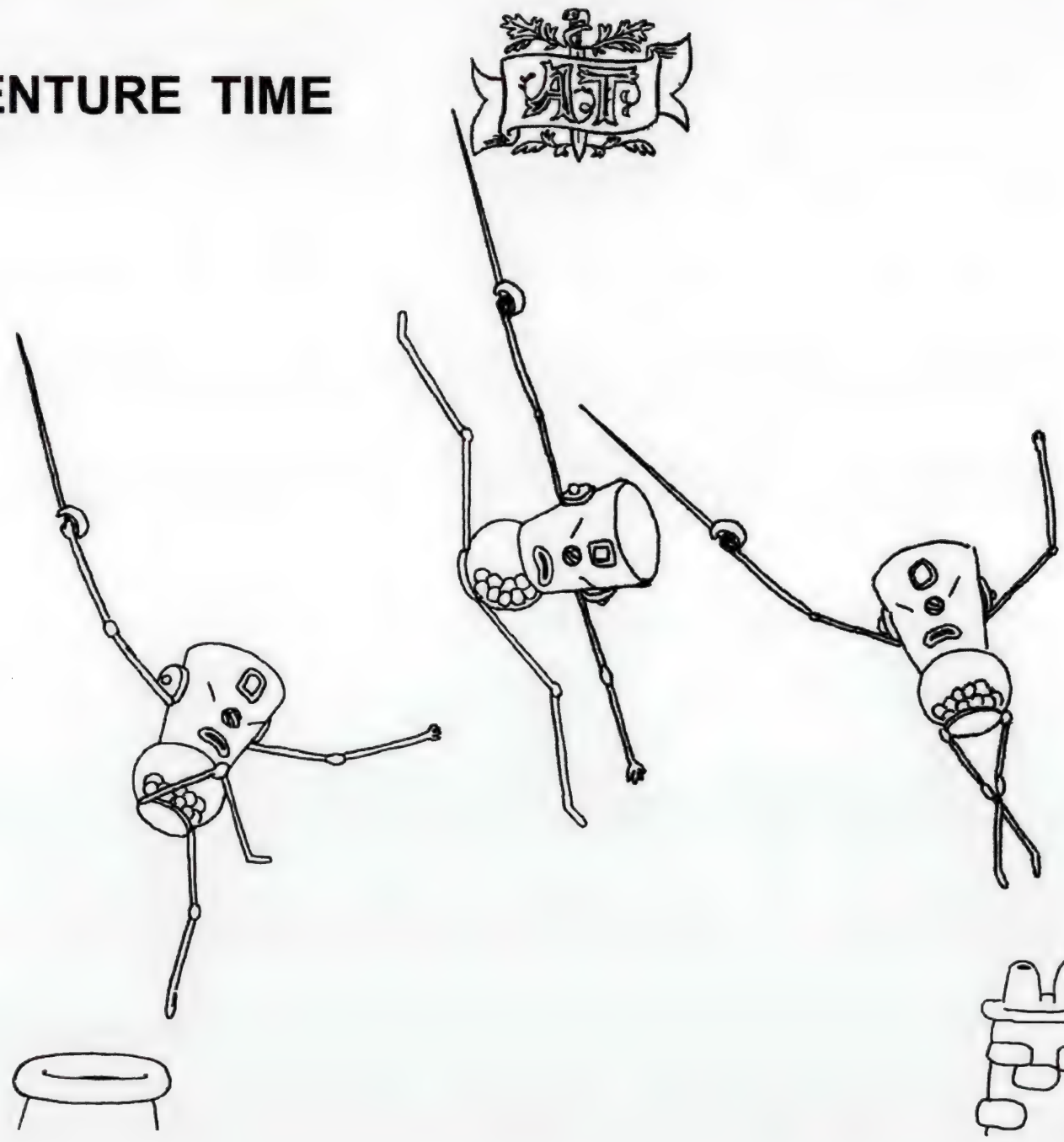
1034-244

EPISODE #

1034/244

Production :

1034/244



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# ADVENTURE TIME



Page **164**

Sc. **97 cont** Pnl. **'O'**

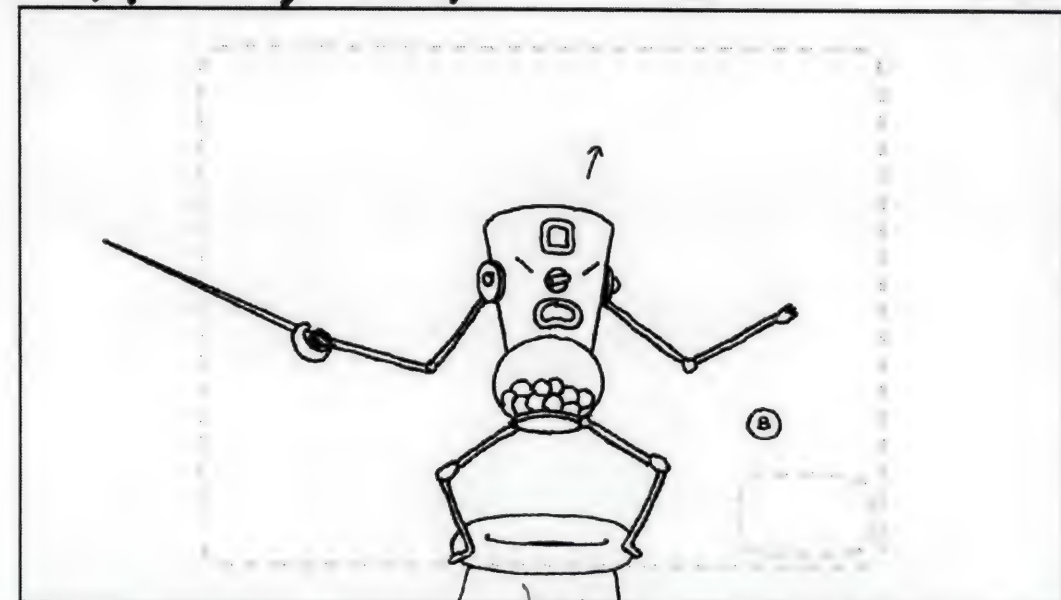
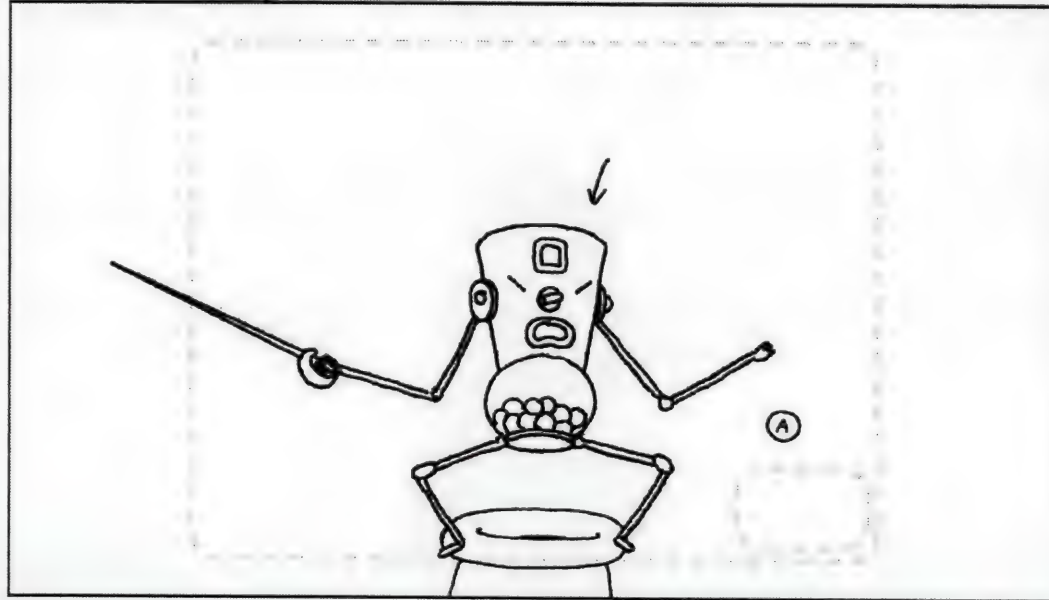
Bg.

day night

Sc. **97 cont** Pnl. **P**

Bg.

day night



*start arc pan*

Dialog:

Action:

(A) (B) (A)

DEC 17 2015

Timing:

1034-244

EPISODE #

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Production :

1034/244

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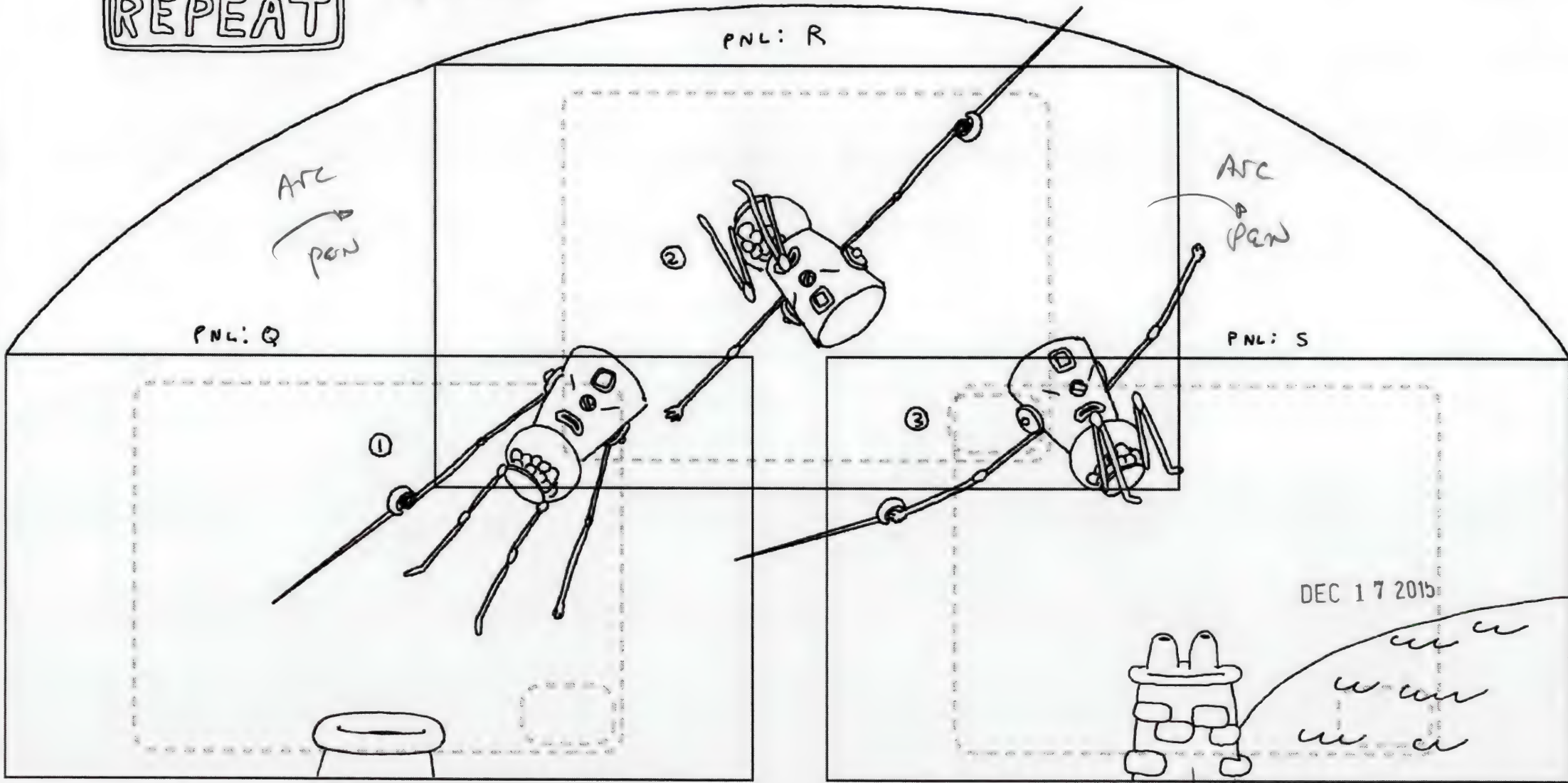
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ADVENTURE TIME

97CONT



REPEAT



RB HOOP!

1034-244  
EPISODE #  
Production :

1034/244

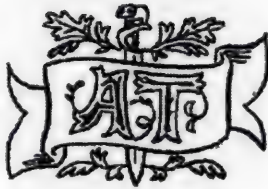
1034/244



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ADVENTURE TIME



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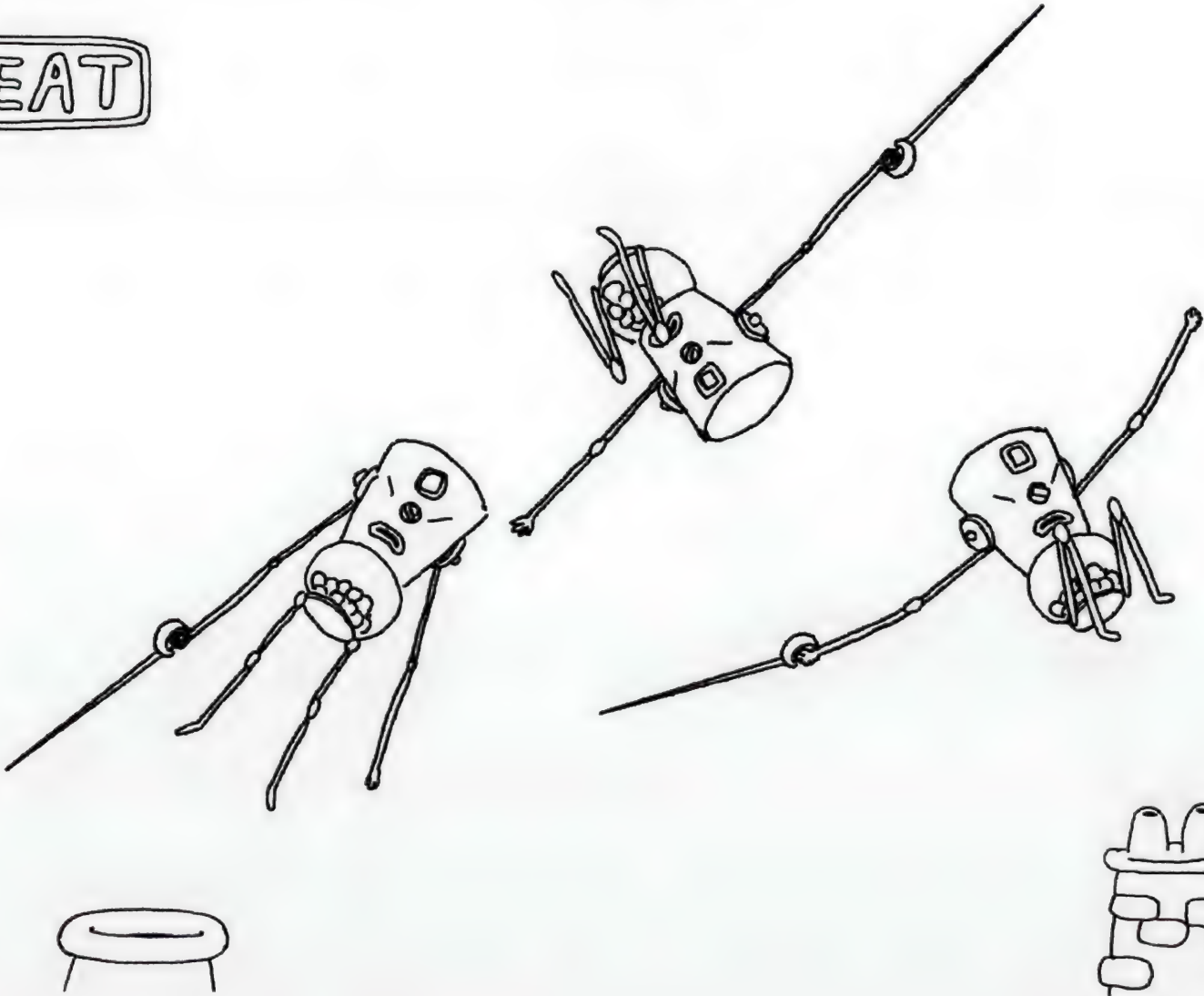
REPEAT

REF. POSES

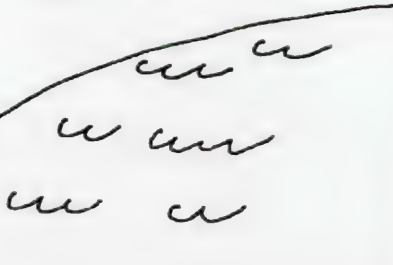
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Production :

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ADVENTURE TIME



REPEAT

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Sc. 97 CONT Pnl. T

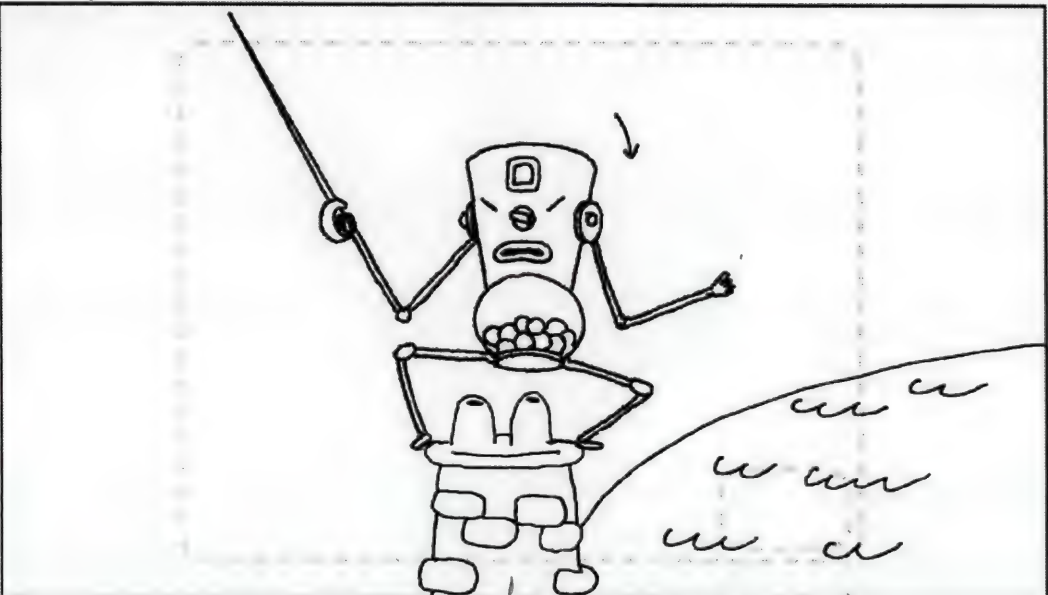
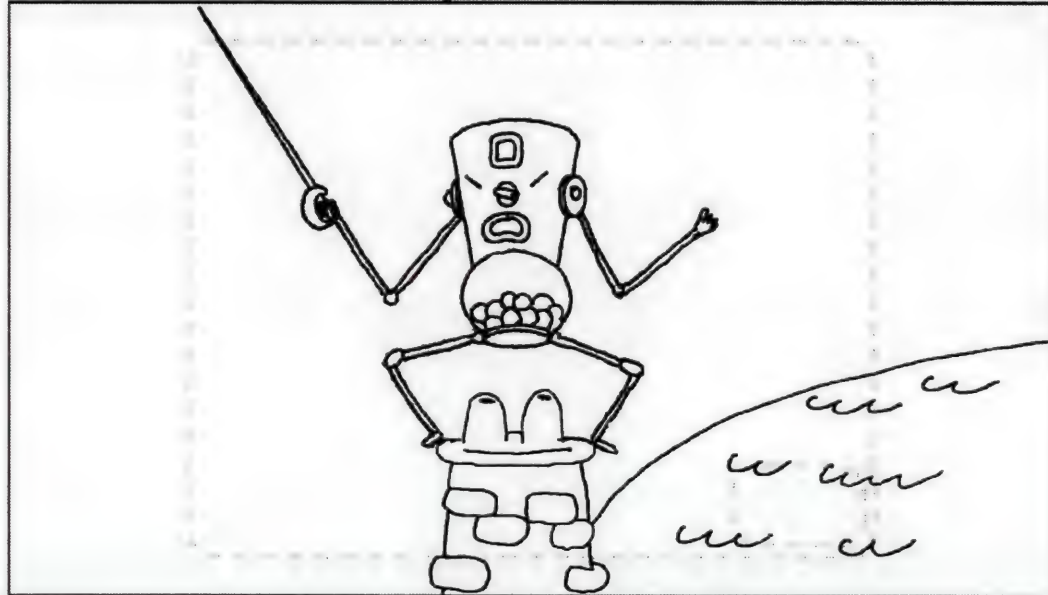
Bg.

day night

Sc. 97 CONT Pnl. U

Bg.

day night



Dialog:
Action:
Timing:

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EPISODE #

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Production :

1034/244

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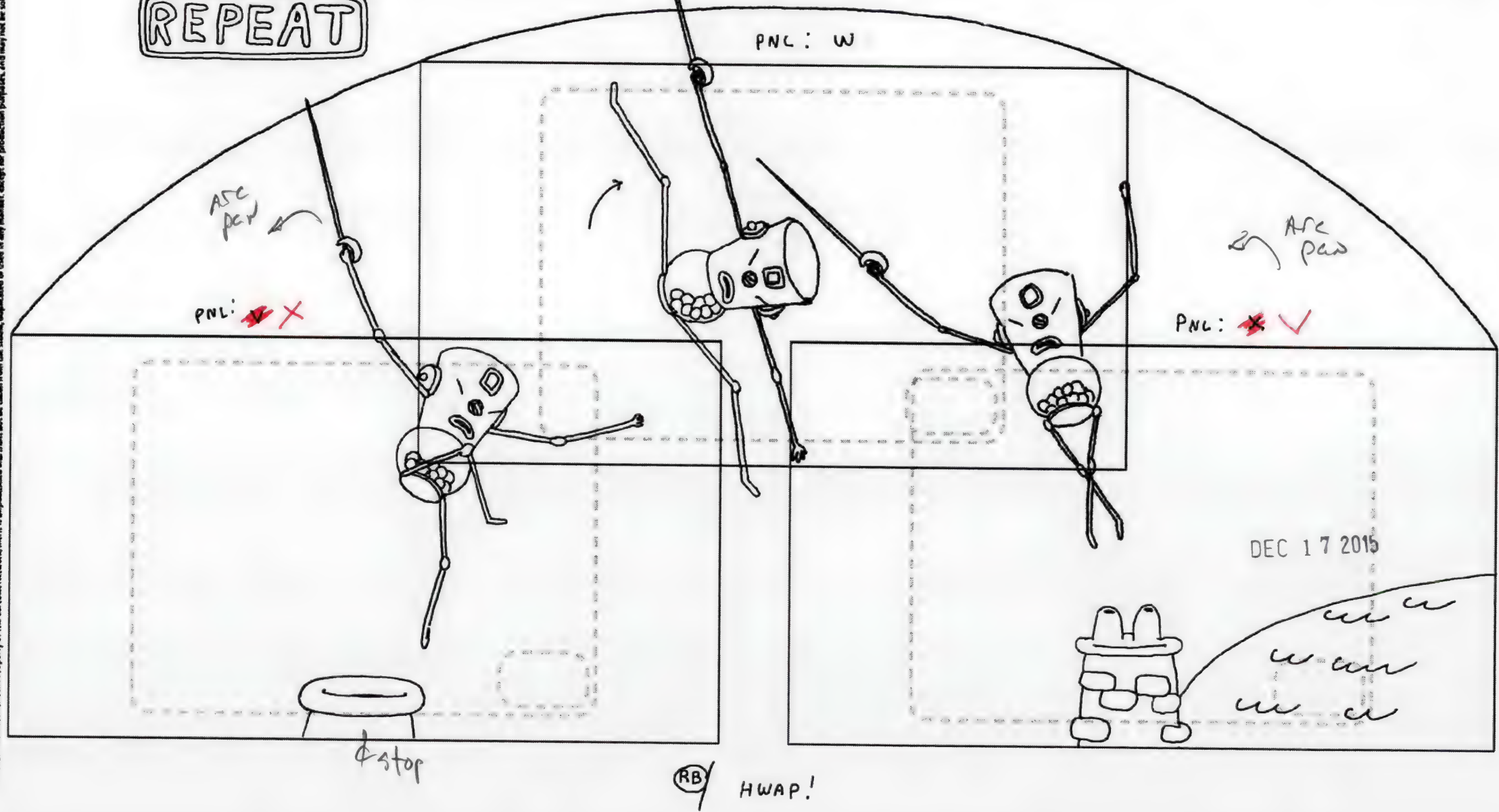
1034/244



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ADVENTURE TIME  
97 CONT  
REPEAT



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Production :

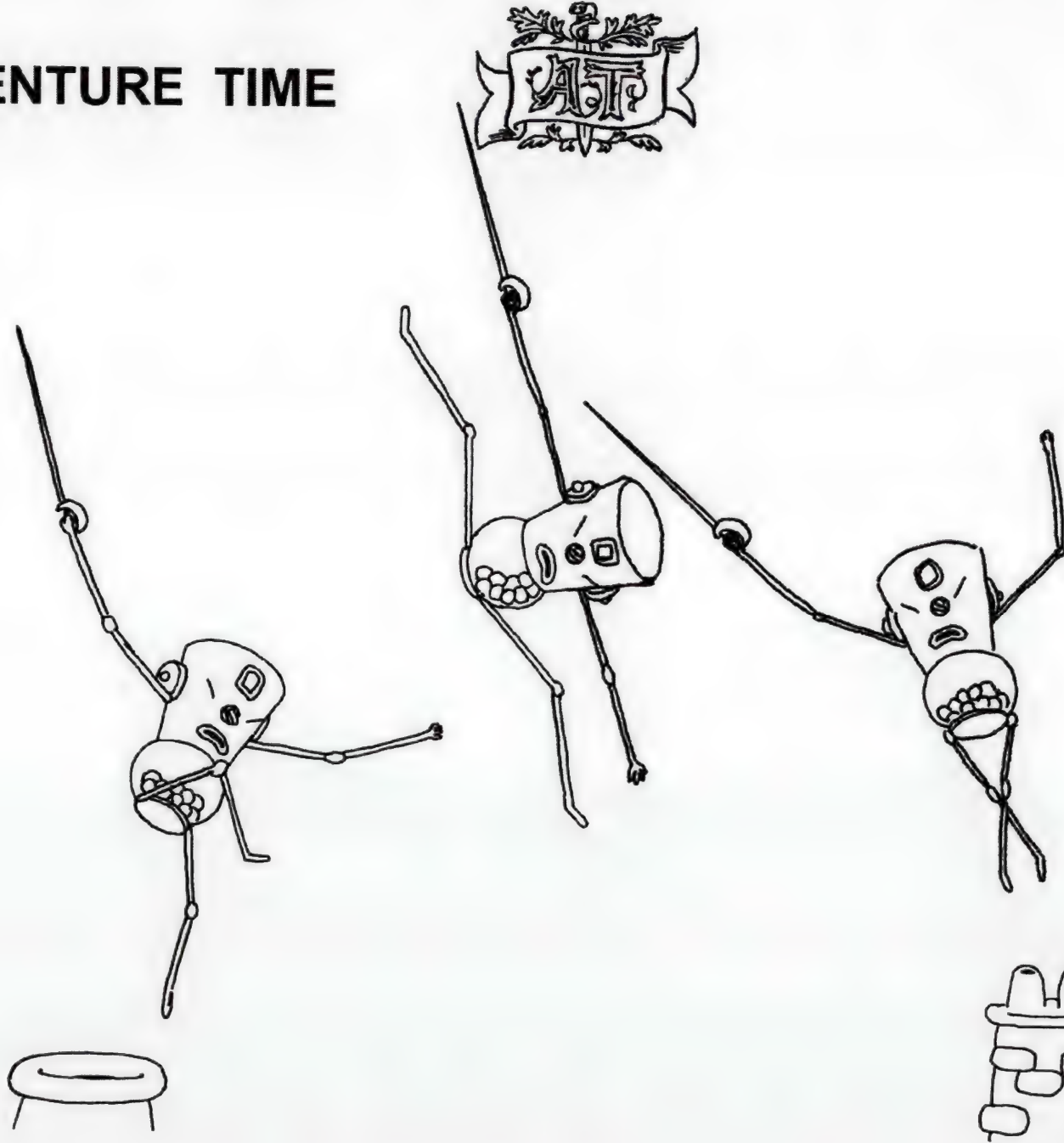
1034/244

1034/244

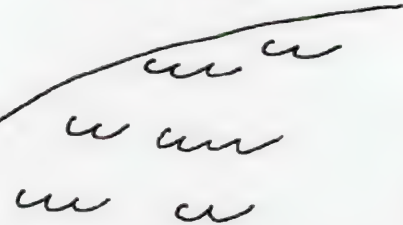
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# ADVENTURE TIME

REPEAT



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Production :

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# ADVENTURE TIME



REPEAT

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Sc. 97 cont Pnl. Y

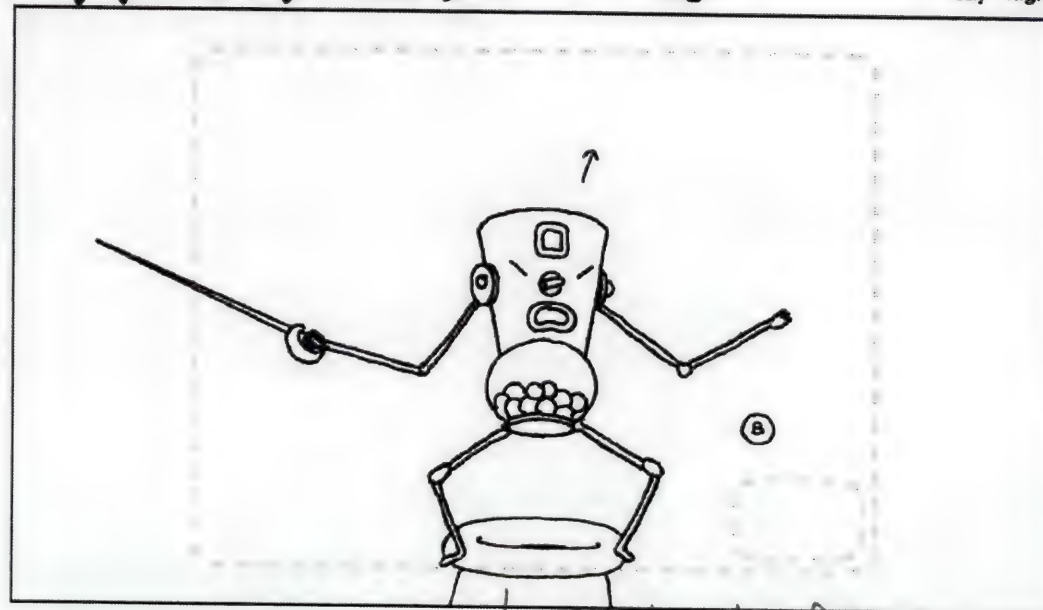
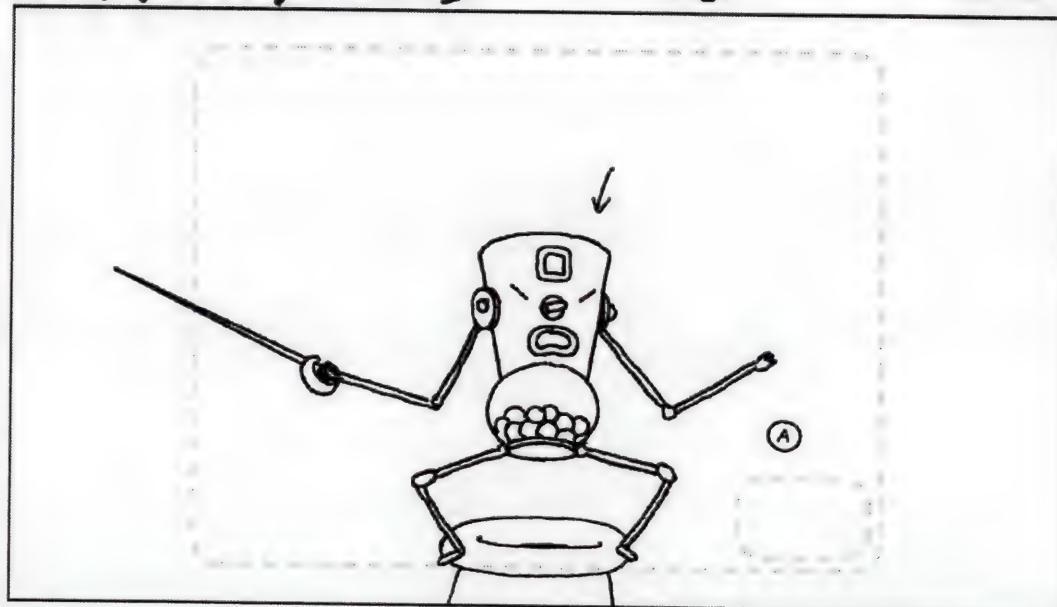
Bg.

day night

Sc. 97 cont Pnl. Z

Bg.

day night



Dialog:

Action:

Timing:

(A) (B) (A)

DEC 17 2015

Production :

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ZA

PNL : ~~2A~~

ARC POW

ZB

PNL: ~~2C~~

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**EPISODE #**

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Rattle balls: Cont  
Roll out of  
ZB to ZC

Uest  
Pan

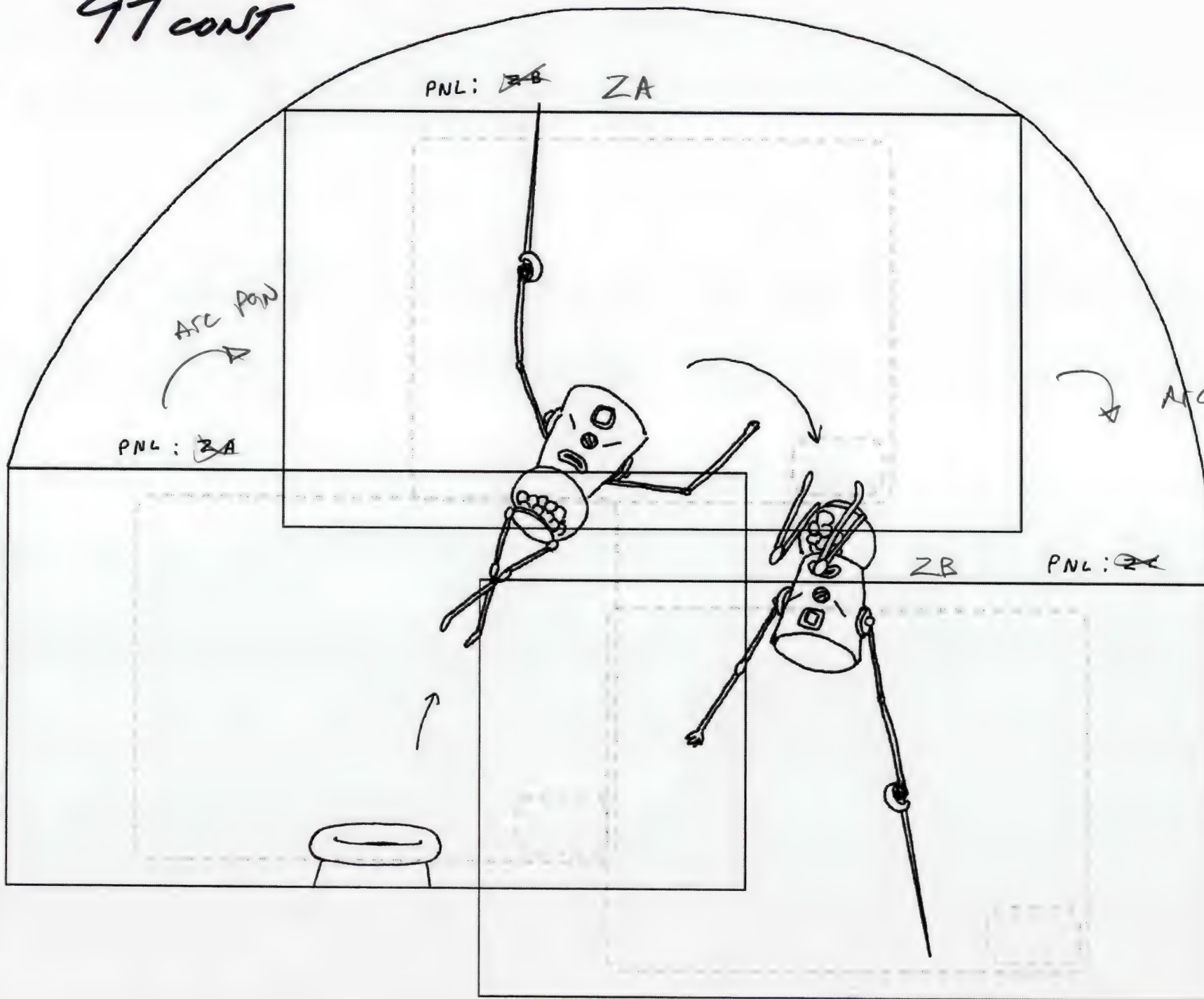
DEC 17 2015

Cont's

Down w/ Rattle  
Bells

**Production :**

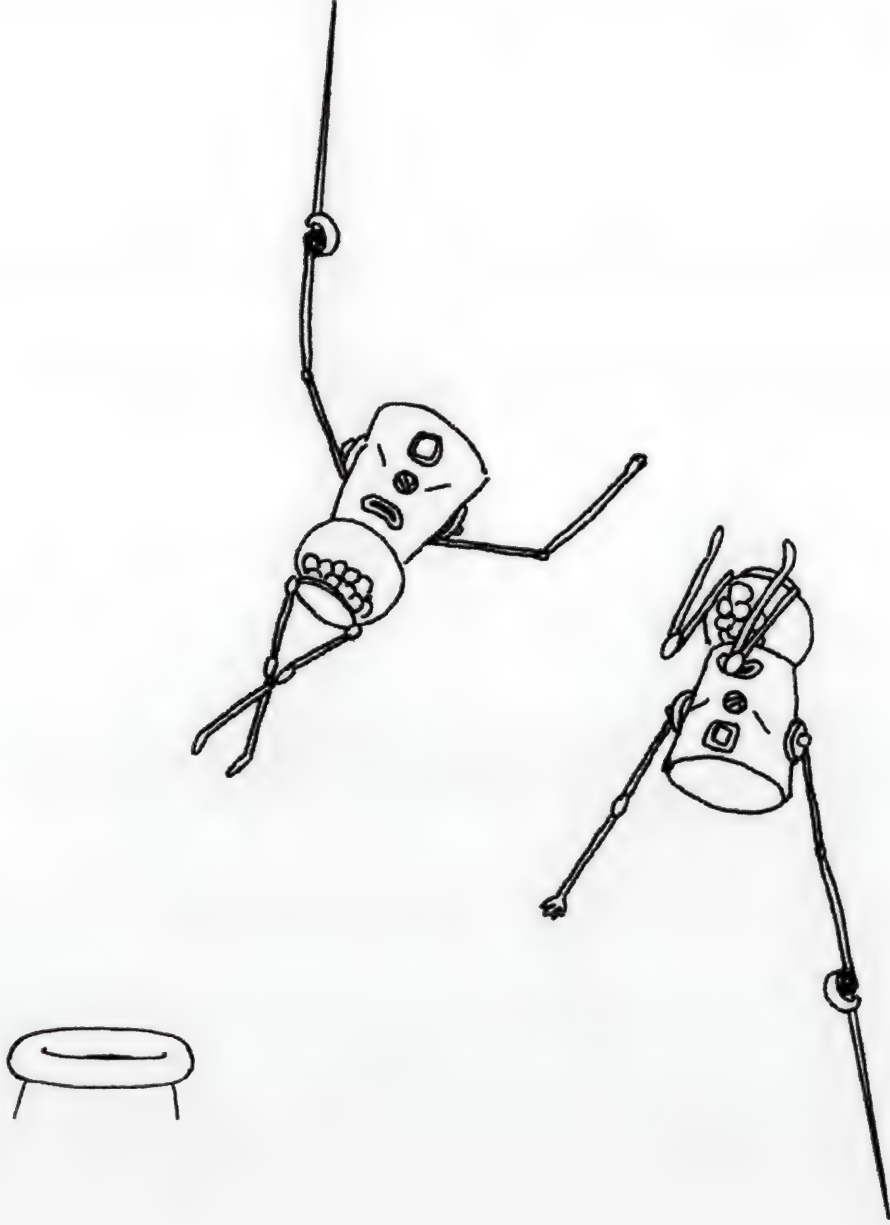
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REF.  
POSES

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Production :

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# ADVENTURE TIME



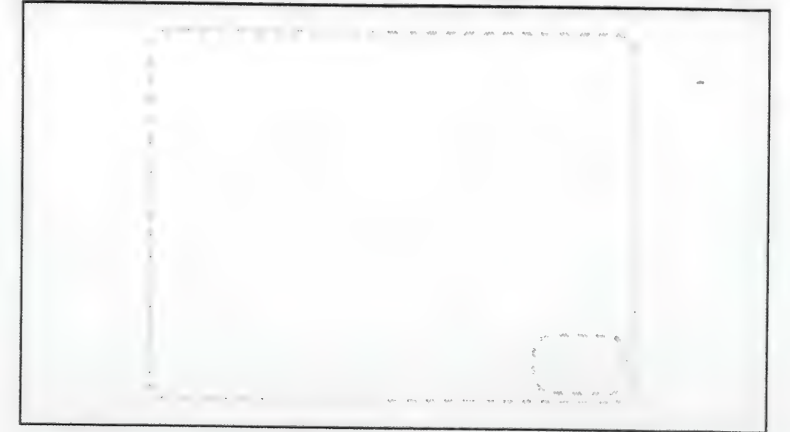
Page 173

Cont vert  
pan down

↓ w/a Rattle Balls  
Drop

1034-244

Sc. Pnl. Bg. day night



(BG)

PANEL  
FOR  
SCALE  
REF

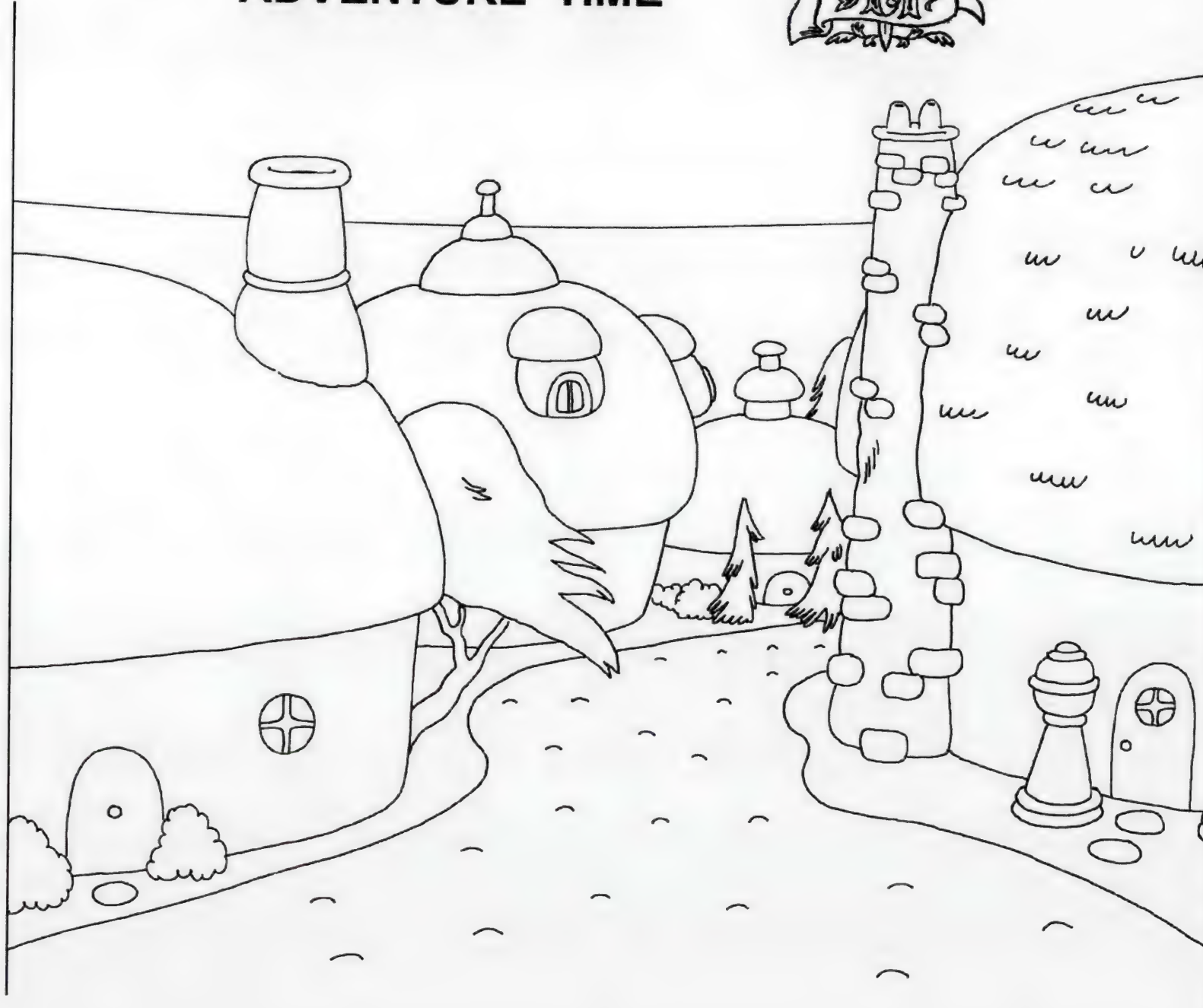
DEC 17 2015

Production :

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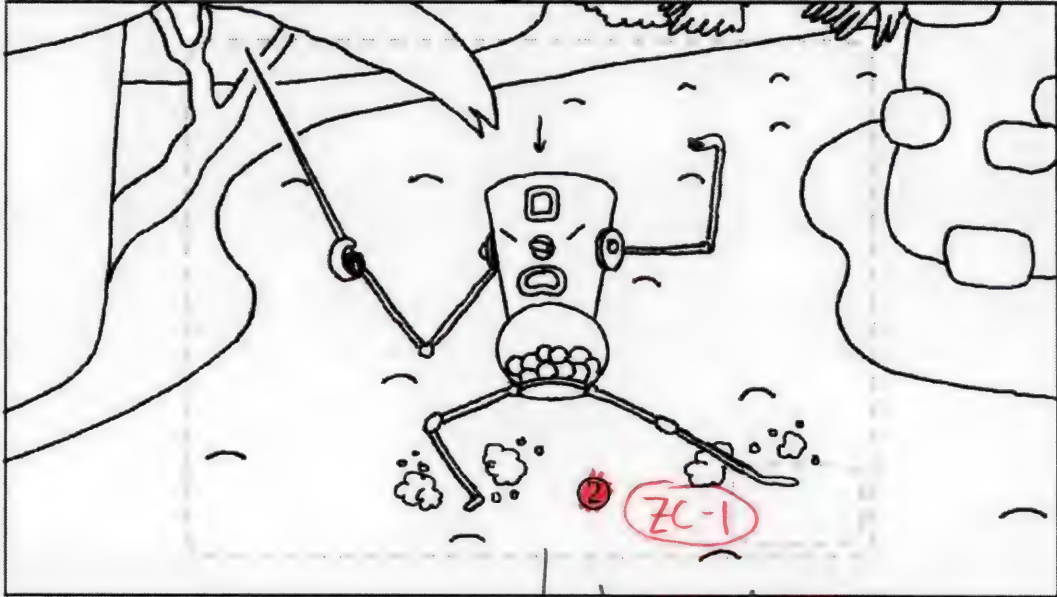




ADVENTURE TIME

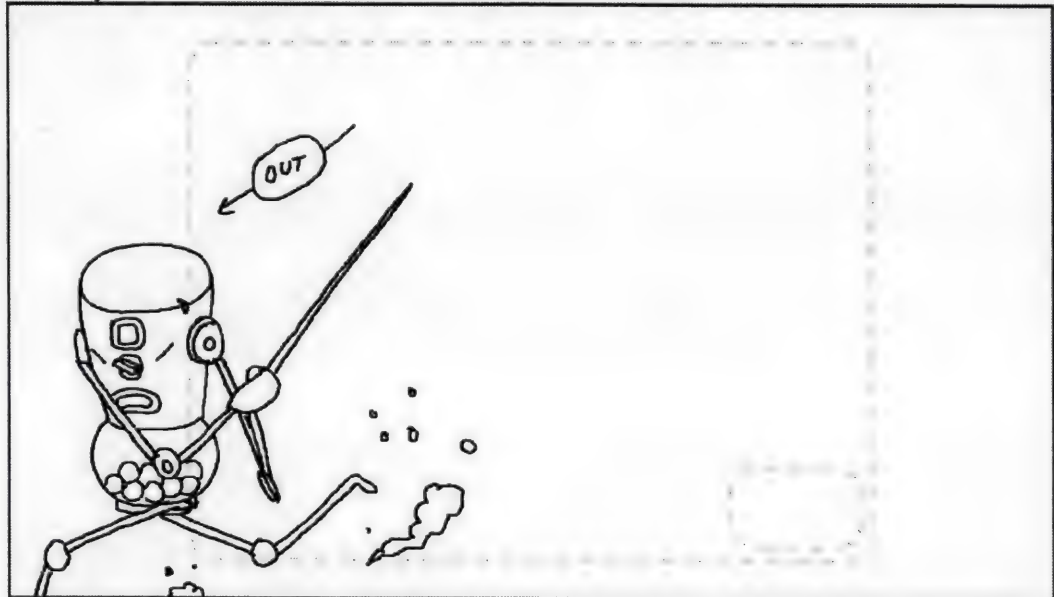


Sc. 97cont Pnl. 2c Bg. day night



stop vert pan

Sc. 97cont Pnl. 2D Bg. day night



Dialog:

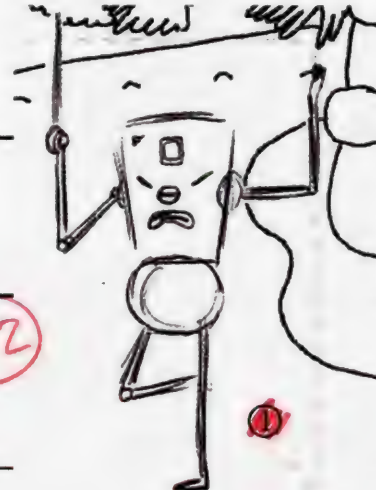
RB: RATTLEBALLS.

Action:

-RB LANDS.

Timing:

ZC-2



RB/ R A A A H !

DEC 17 2015

EPISODE #

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Production :

# ADVENTURE TIME



Page **175**

Sc. **98** Pnl. **A** Bg. day night



Sc. **98 cont** Pnl. **B** Bg. day night



Dialog:	#12	#13	(SFX) : THUP :
Action:	-S. DROPS PB.		
Timing:	DEC 17 2015		

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Production :

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# ADVENTURE TIME

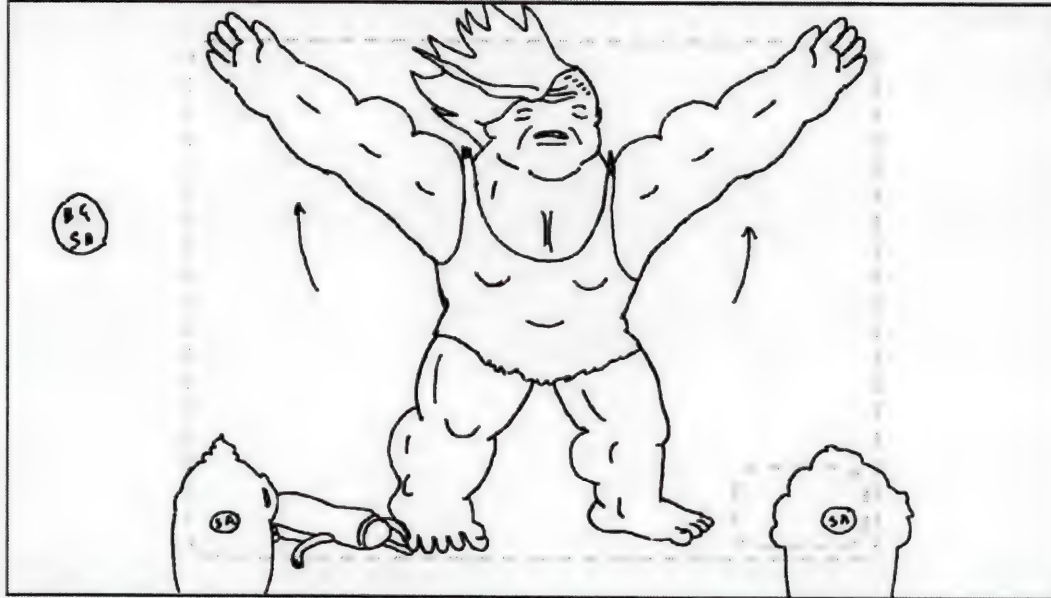


Page **176**

Sc. **98 cont** Pnl. **C**

Bg.

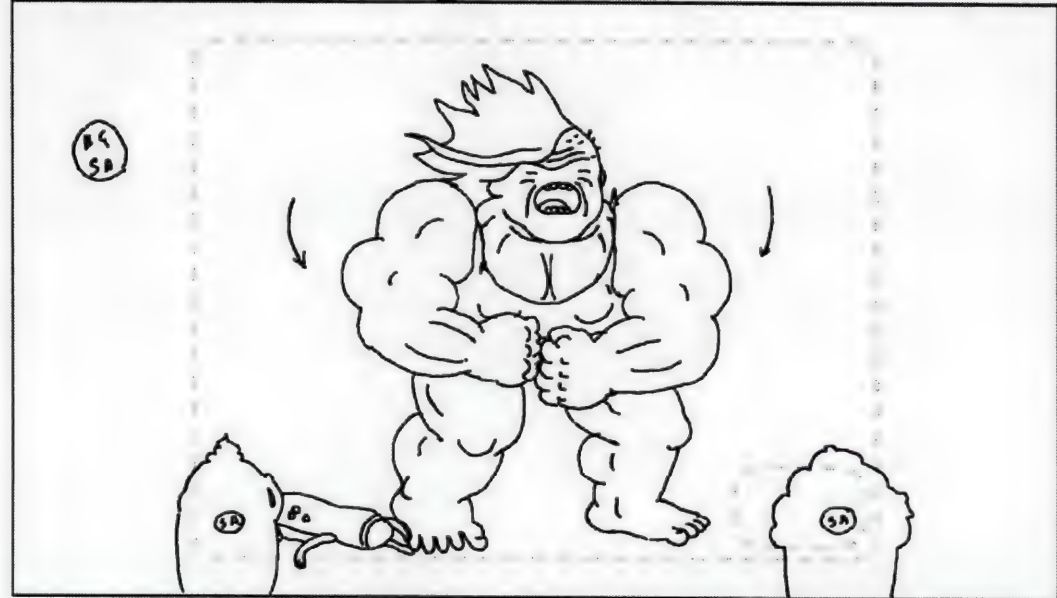
day night



Sc. **98 cont** Pnl. **D**

Bg.

day night



Dialog:

**(SFX) / RAGH!**

Action:

- SUSAN ANTICS.

- SUSAN FLEXES.

DEC 17 2015

Timing:

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Production :

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# ADVENTURE TIME



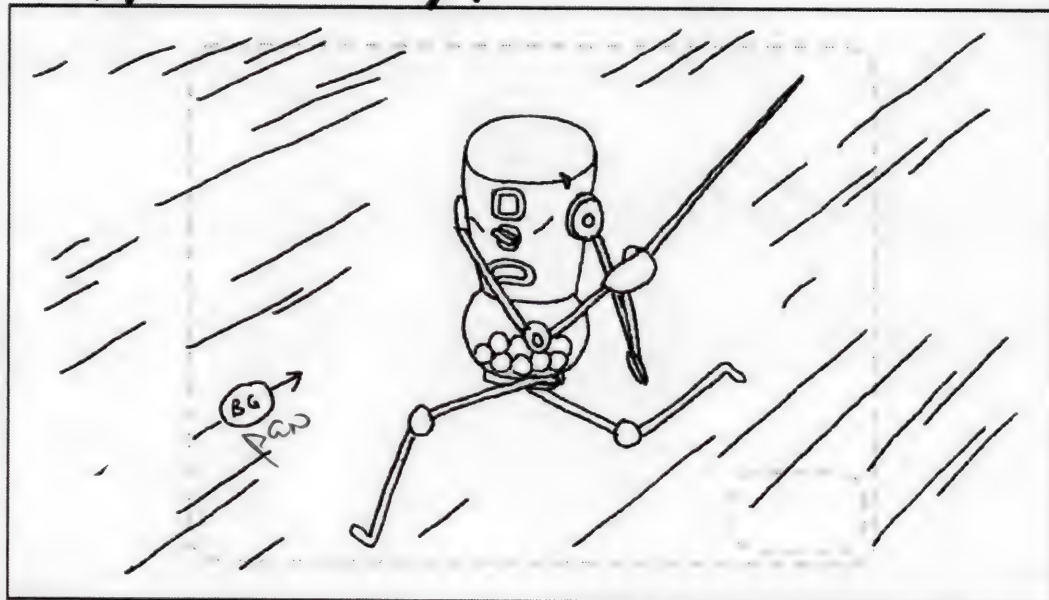
Page **177**

Sc. **99**

Pnl. **A**

Bg.

day night

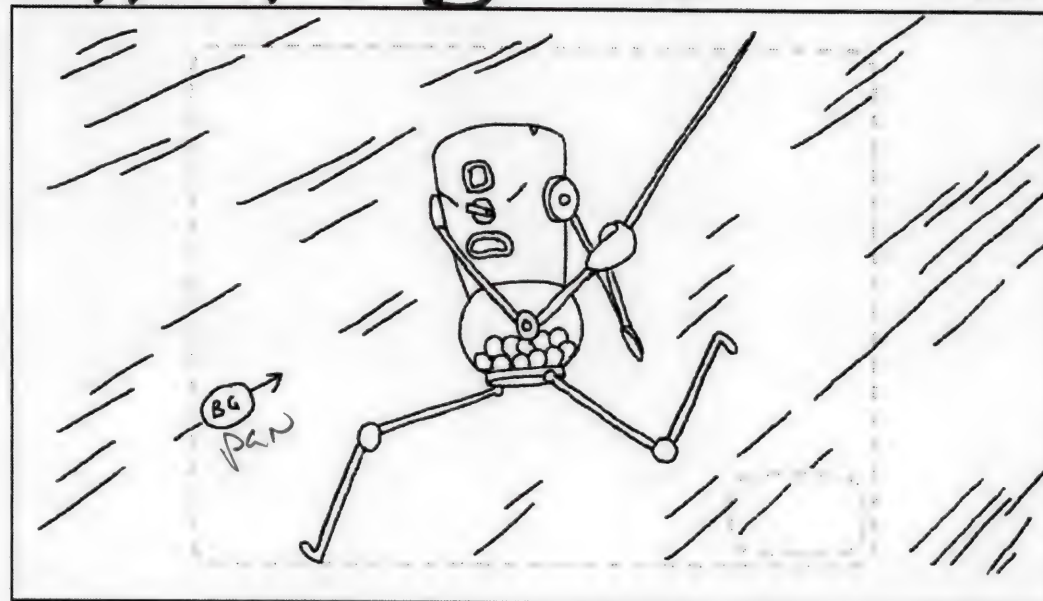


Sc. **99 cont**

Pnl. **B**

Bg.

day night



Dialog:

(RB)

R A A A R !

Action:

=====

DEC 17 2015

Timing:

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EPISODE #

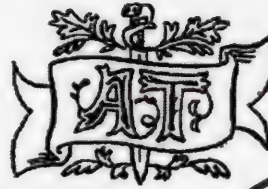
1034/244

Production :

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# ADVENTURE TIME

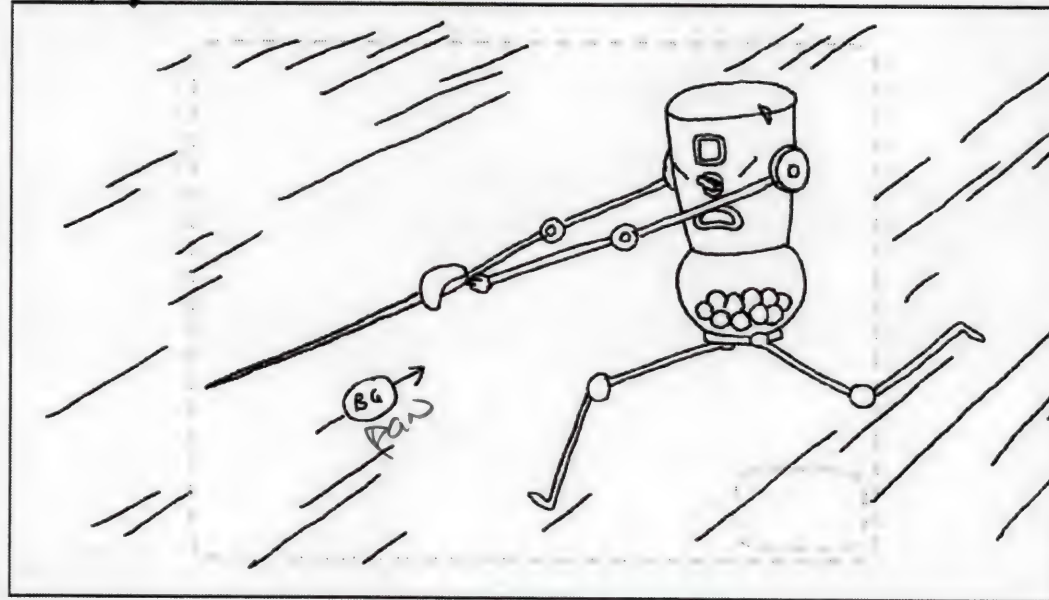


Page **178**

Sc. **99 CONT** Pnl. **C**

Bg.

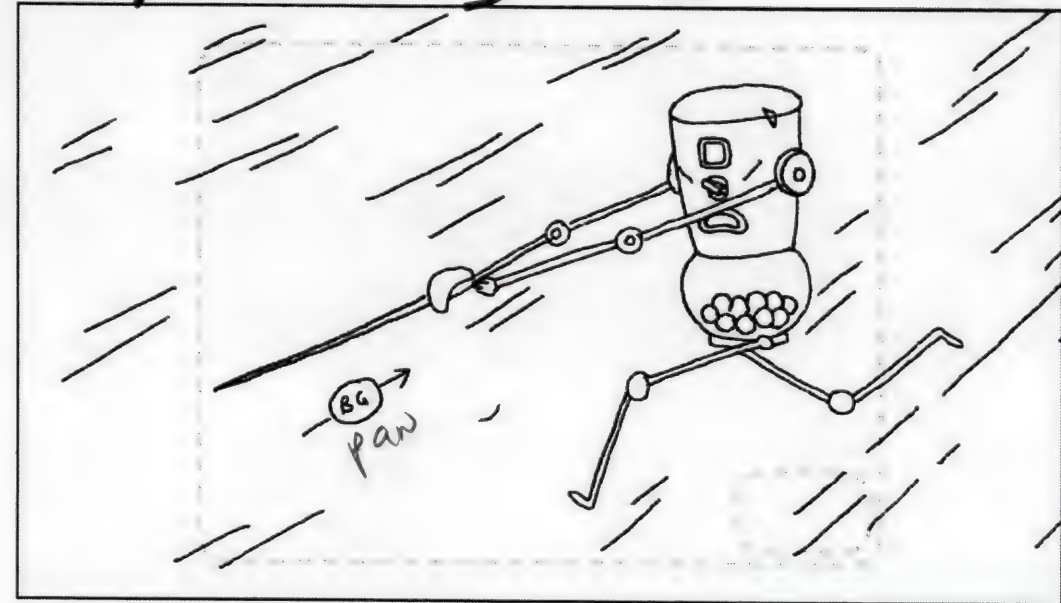
day night



Sc. **99 CONT** Pnl. **D**

Bg.

day night



Dialog:

Action:

-RB EXTENDS SWORD.

RUNNING FASTER NOW.

~~~~~

DEC 17 2015

Timing:

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EPISODE #

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Production :

1034/244

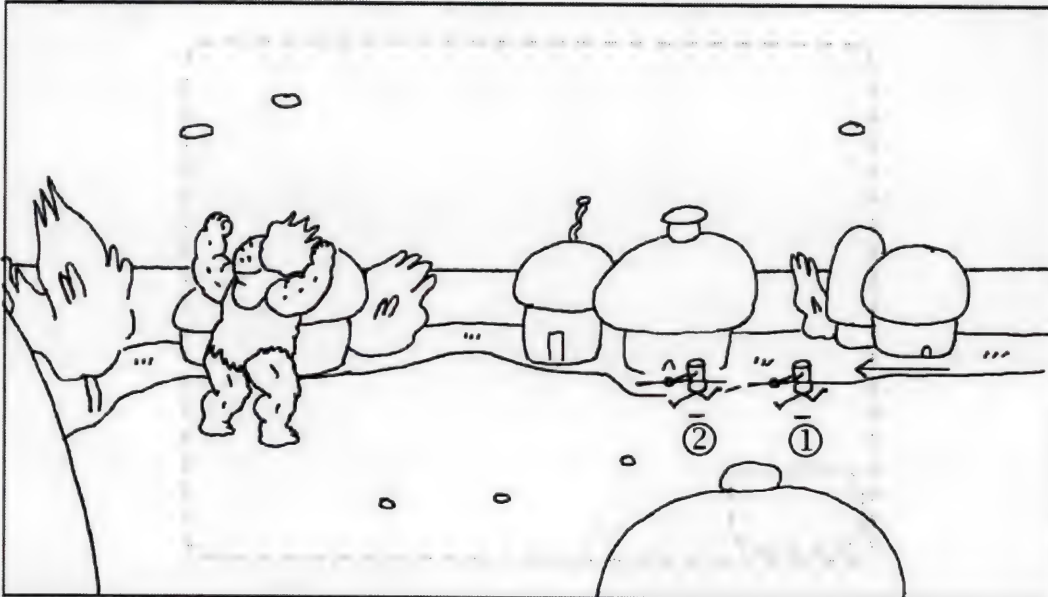
1034/244

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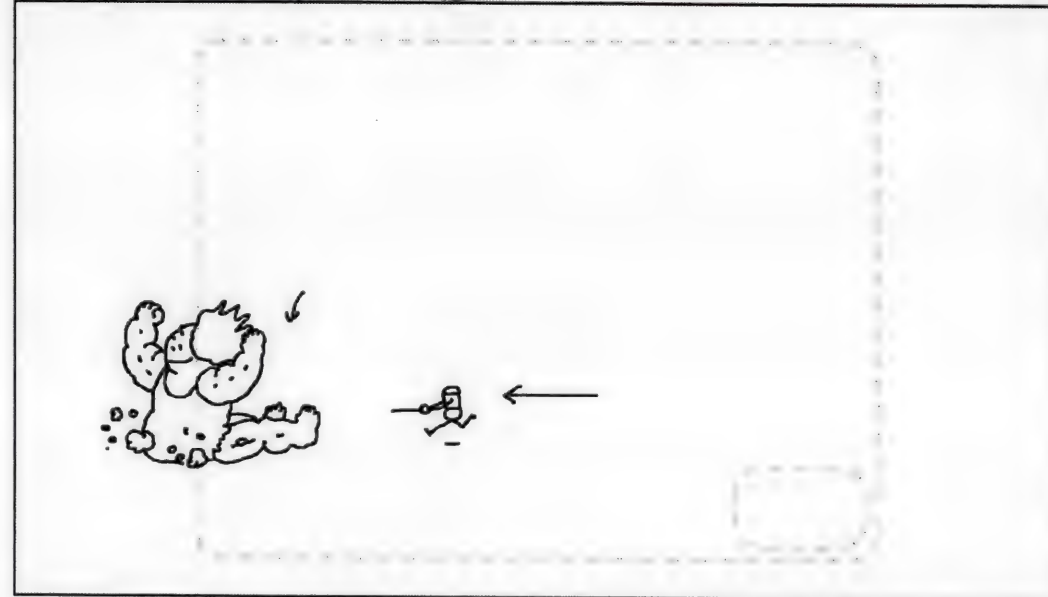
ADVENTURE TIME



Sc. 100 Pnl. A Bg. day night



Sc. 100 cont Pnl. B Bg. day night



|         |                              |
|---------|------------------------------|
| Dialog: | SFX: * THUMP *               |
| Action: | S. PLOPS DOWN LIKE<br>A BABY |
| Timing: | DEC 17 2015                  |

1034-244  
EPISODE #  
1034/244  
Production :



# ADVENTURE TIME



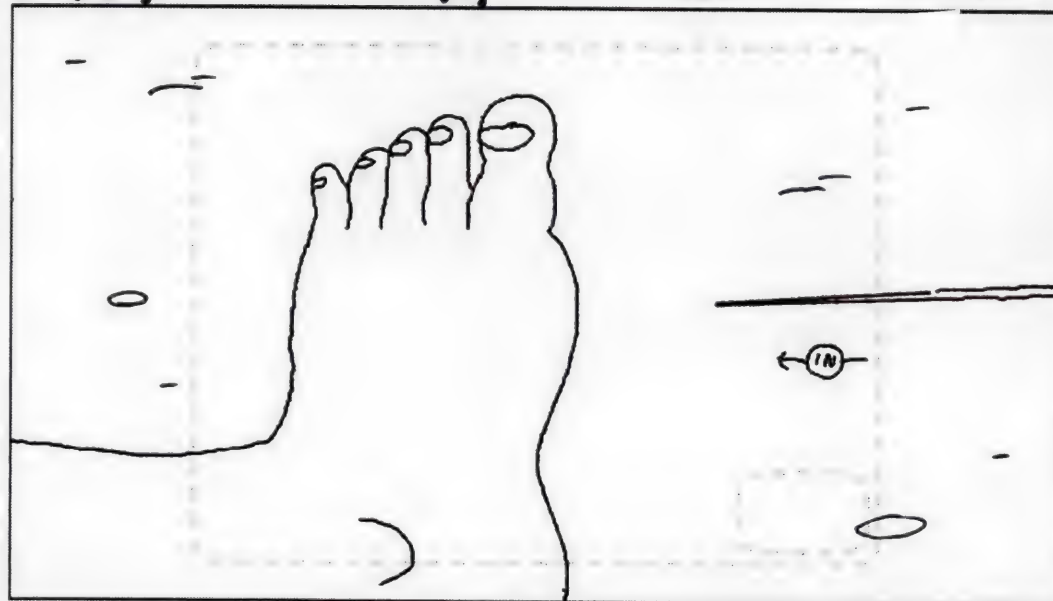
Page 180

Sc. 101

Pnl. A

Bg.

day night

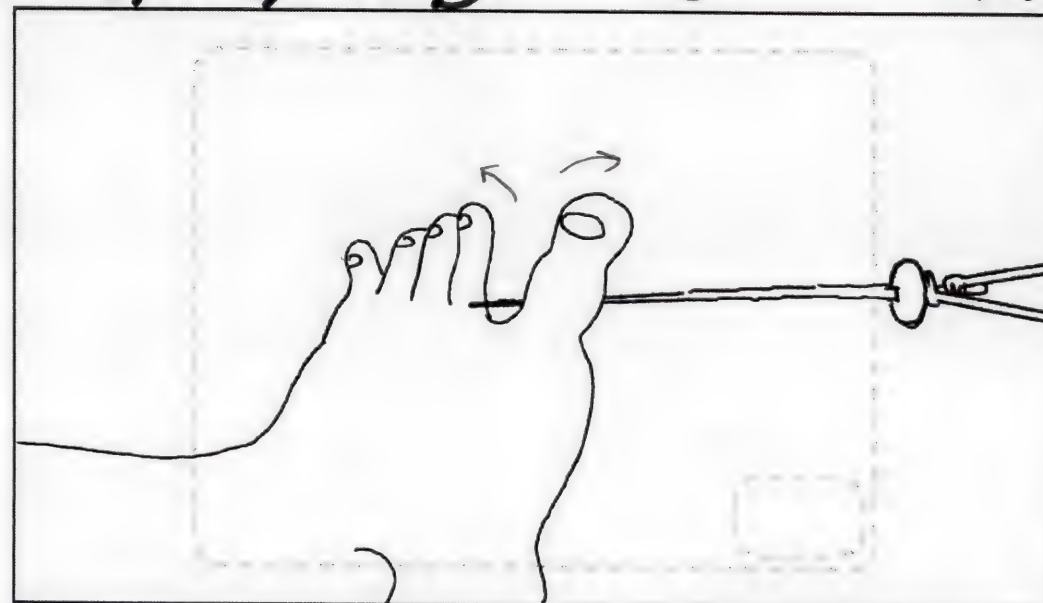


Sc. 101 cont

Pnl. B

Bg.

day night



Dialog:

Action:

-SWORD THRUSTS ON/S.

Timing:

DEC 17 2015

Production :

EPISODE #

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1034/244

1034/244

1034/244

# ADVENTURE TIME

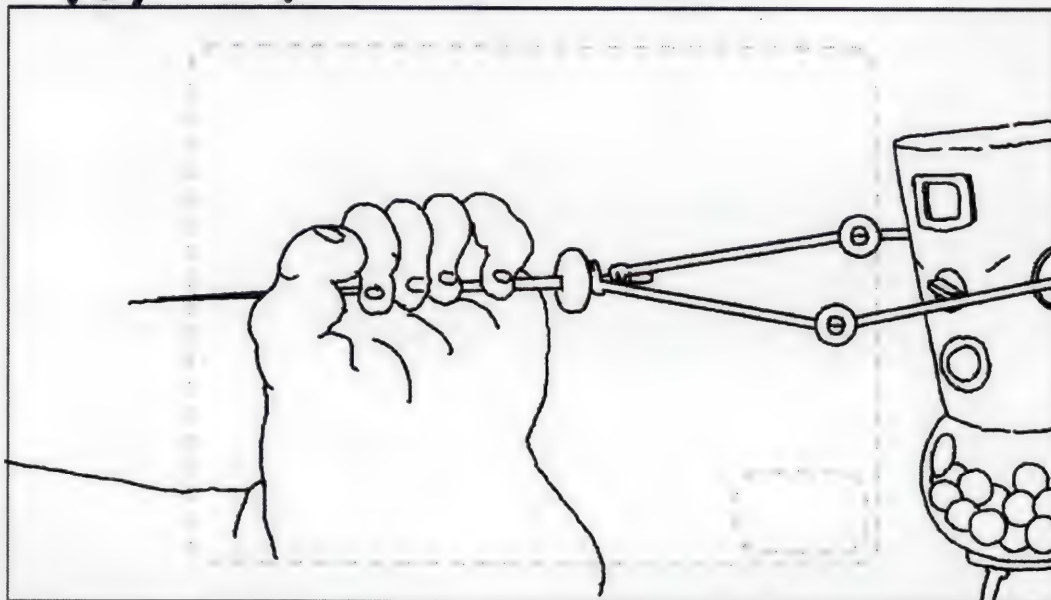


Page **181**

Sc. **101 CONT** Pnl. **C**

Bg.

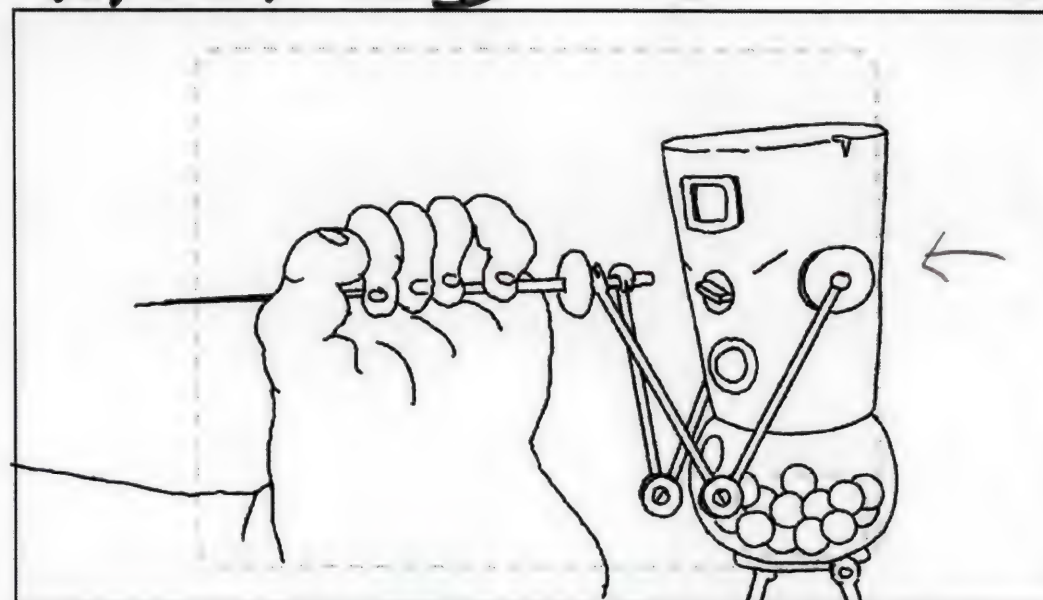
day night



Sc. **101 CONT** Pnl. **D**

Bg.

day night



Dialog:

Action:

- S. CATCHES SWORD w/ TOES  
( LIKE A HAND !!! )

- RB COMES TO A STOP.

DEC 17 2015

Timing:

Production :

EPISODE #

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1034/244

1034/244



# ADVENTURE TIME



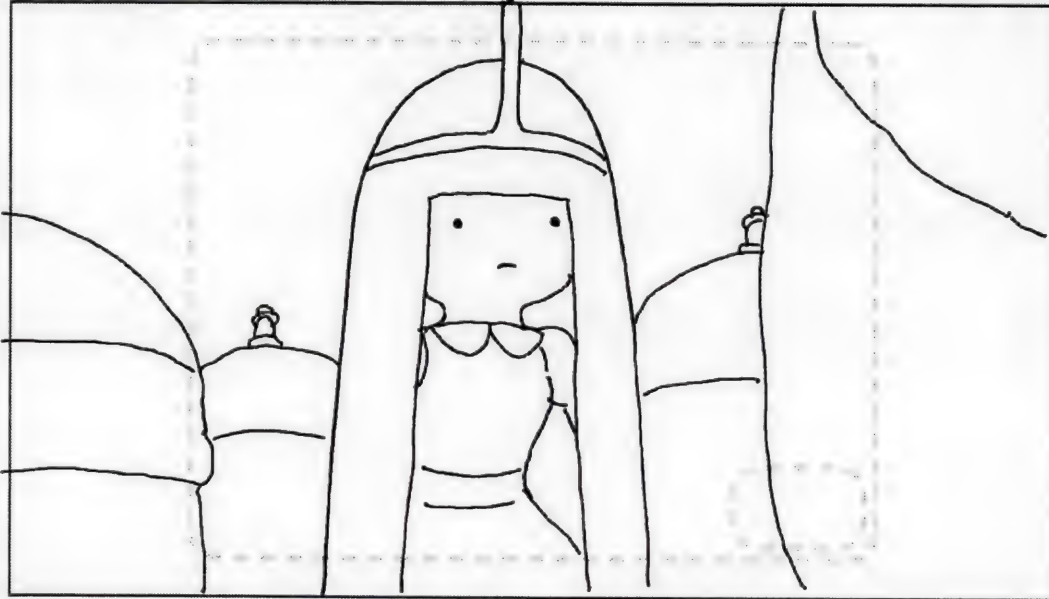
Page **182**

Sc. **102**

Pnl. **A**

Bg.

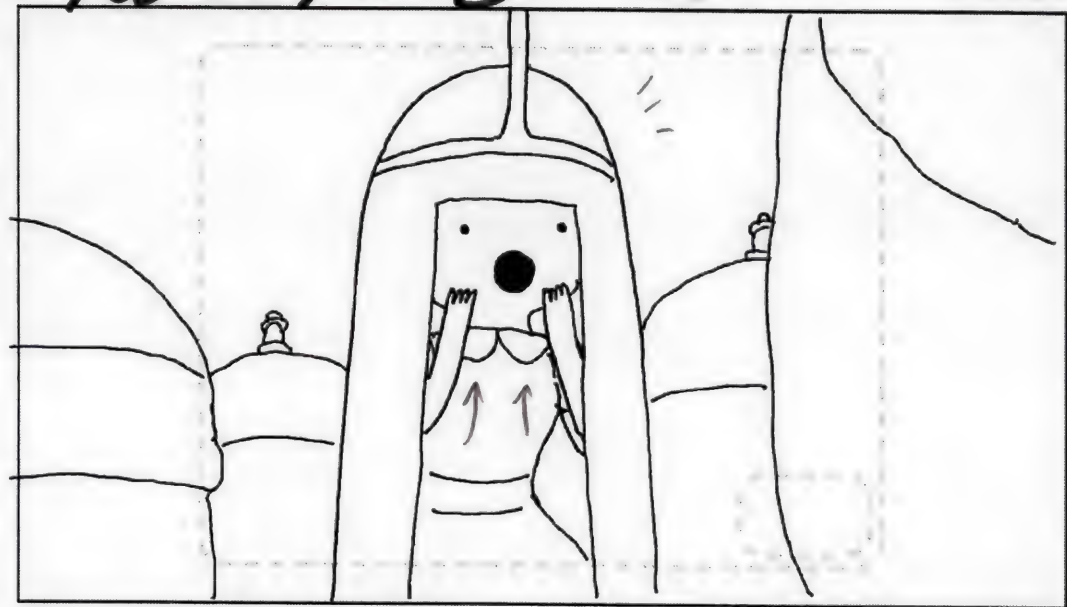
day night



Sc. **102 cont** Pnl. **B**

Bg.

day night



Dialog:

Action:

Timing:

DEC 17 2015

EPISODE #

1034-244

1034/244

Production :

1034/244

1034/244

# ADVENTURE TIME



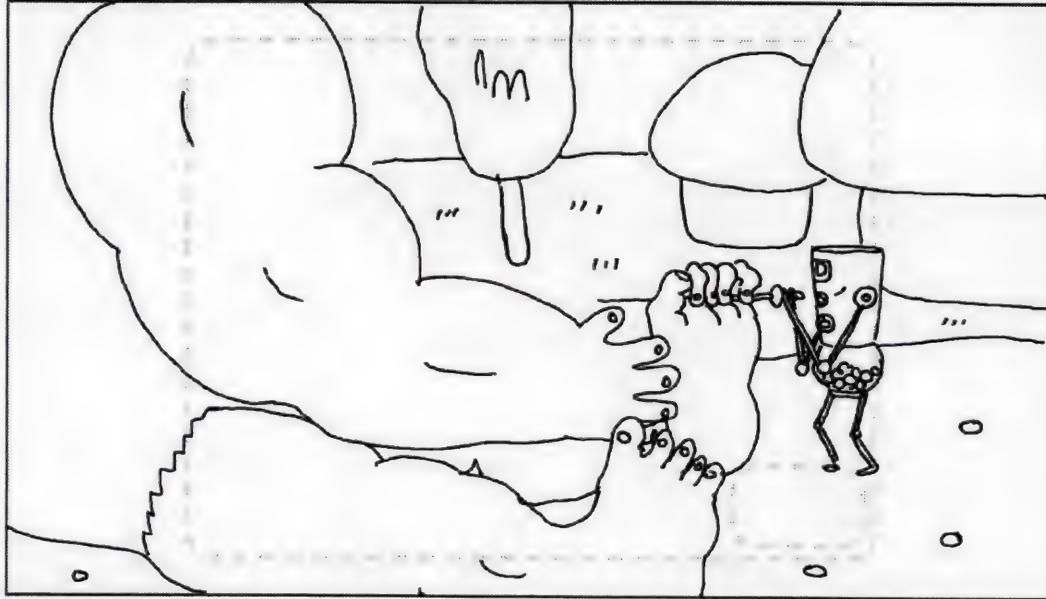
Page **183**

Sc. **103**

Pnl. **A**

Bg.

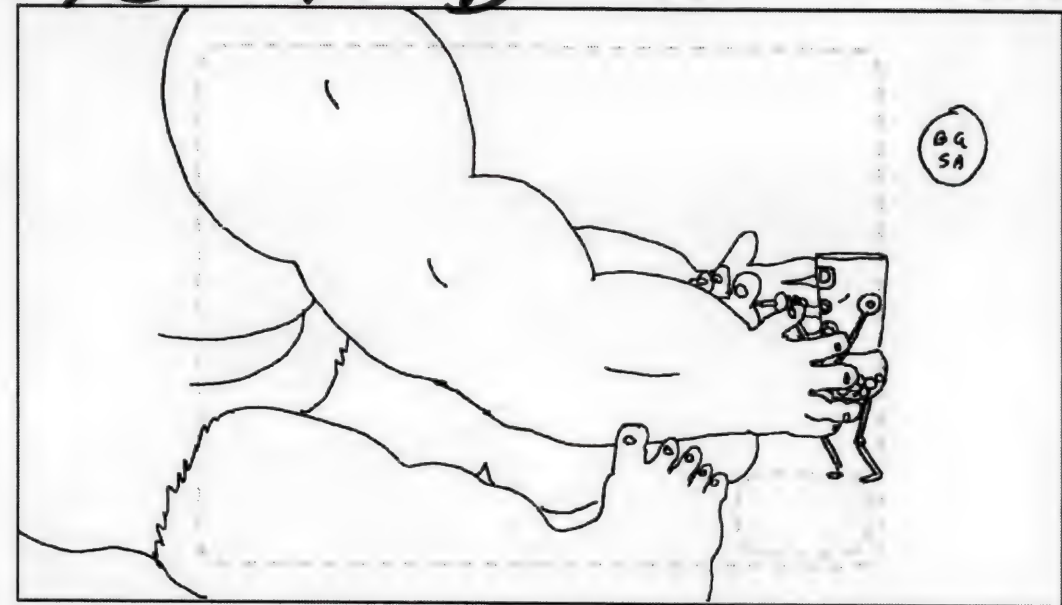
day night



Sc. **103 CONT** Pnl. **B**

Bg.

day night



Dialog:

**(RB)** UHH ... H M. Please release my sword.

Action:

Timing:

DEC 17 2015

EPISODE #

1034-244

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Production :

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# ADVENTURE TIME



Page 184

Sc. 103 CONT Pnl. C

Bg.

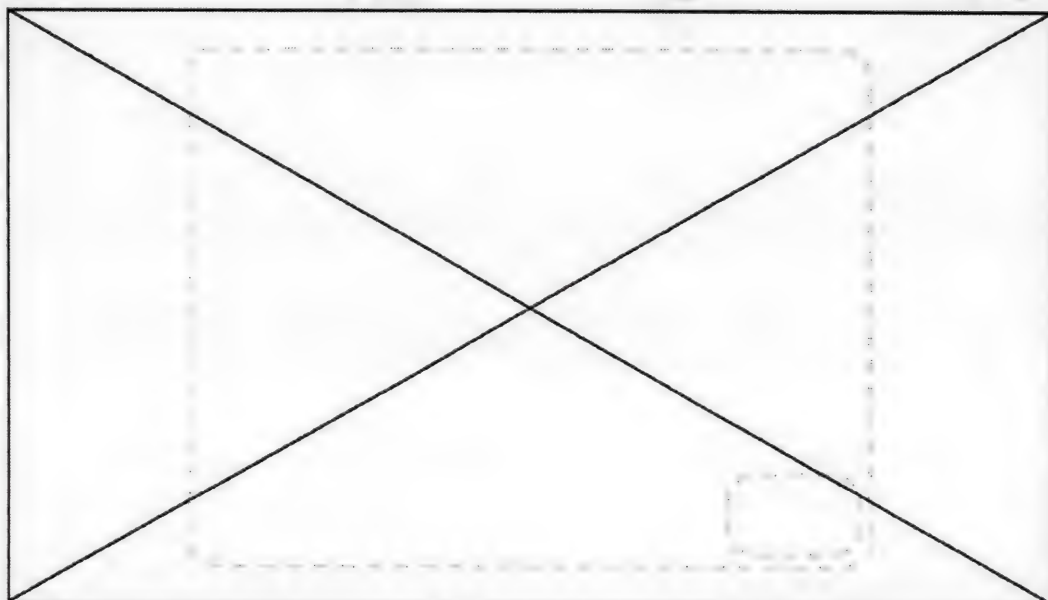
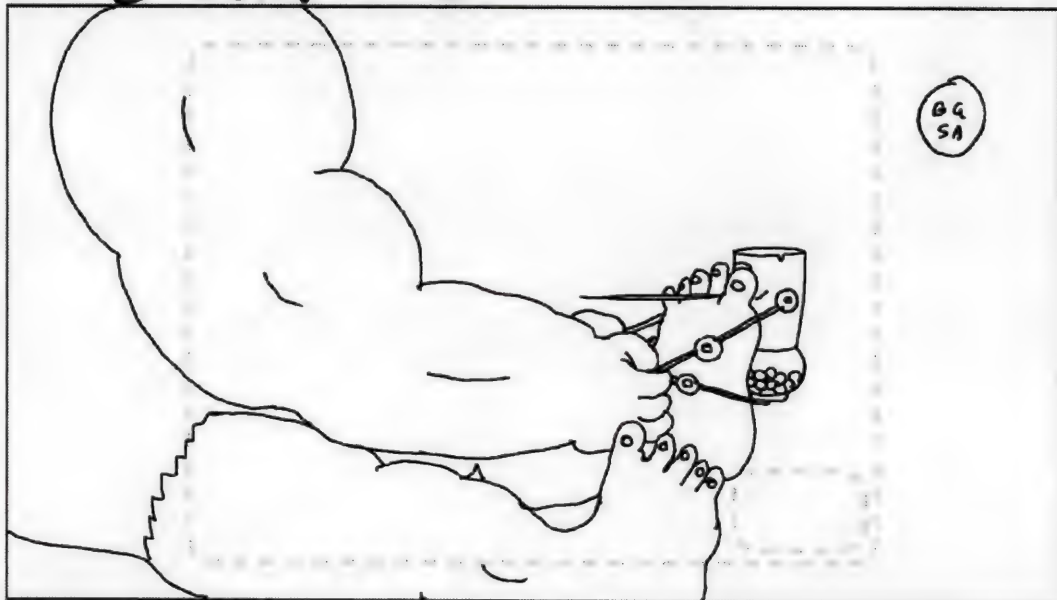
day night

Sc. -

Pnl. -

Bg. -

day night



Dialog:

Action:

-S. GRABS ARMS AND LEGS.

Timing:

DEC 17 2015

Production :

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1034/244

1034/244

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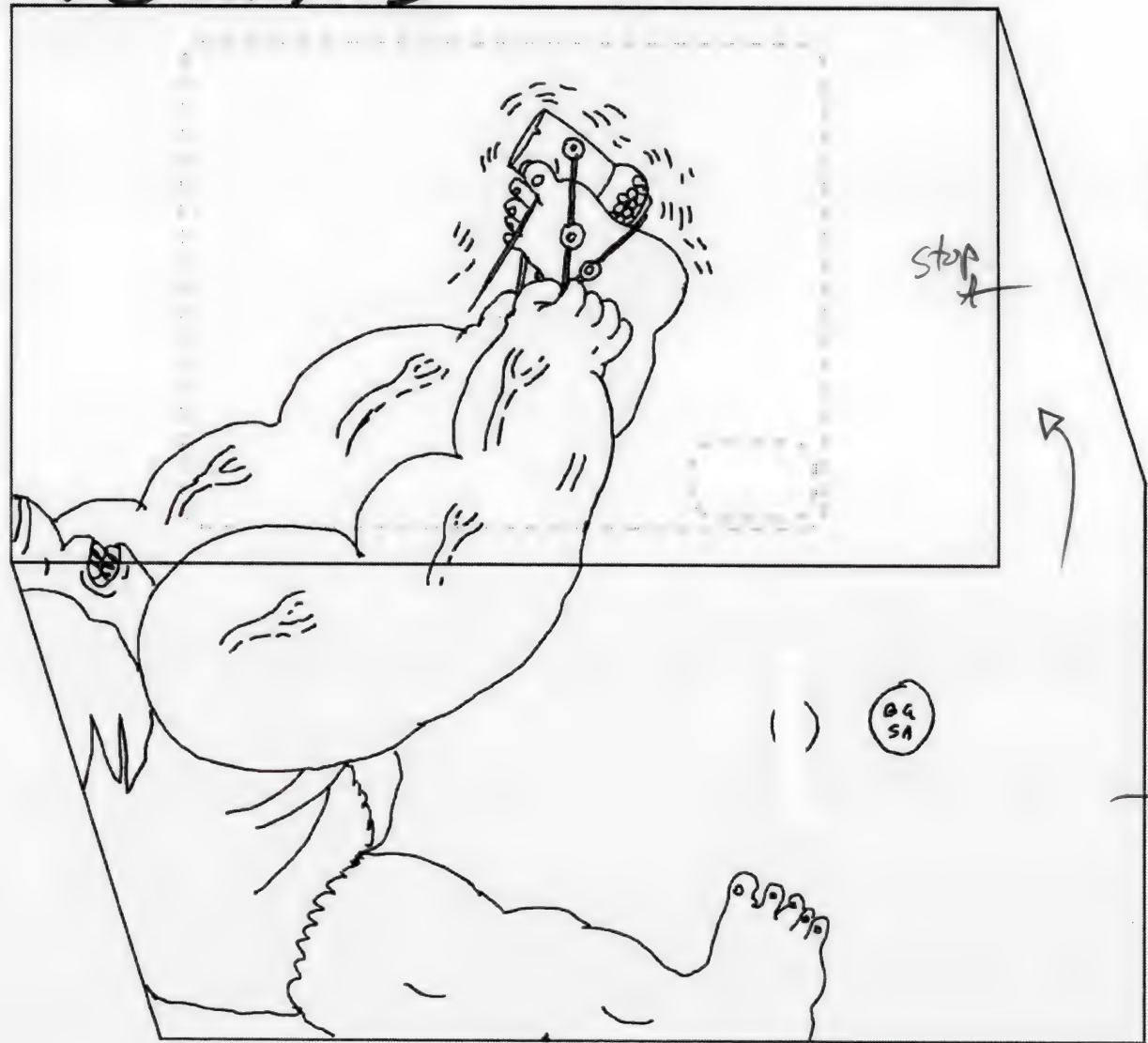
# ADVENTURE TIME



Sc. 103 cont Pnl. D

Bg.

day night



stop

(RB) R N N N N !

-S. LIFTS RB  
INTO THE AIR.

diag Paw

( ) (BG SA)

A start

DEC 17 2015

Production :

EPISODE #

1034-244

1034/244

1034/244



# ADVENTURE TIME

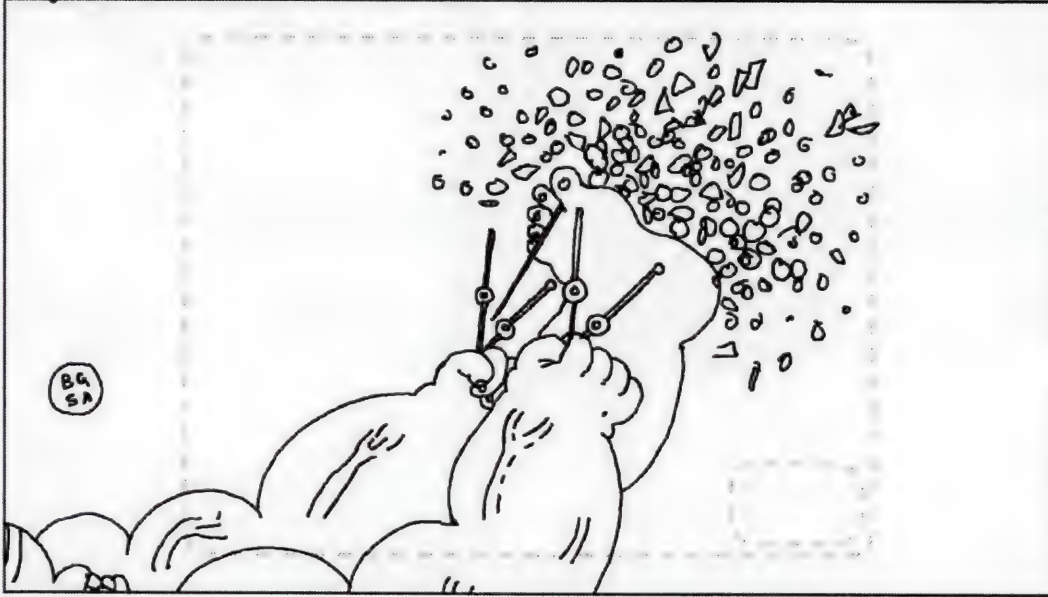


Page 186

Sc. 103 CONT Pnl. E

Bg.

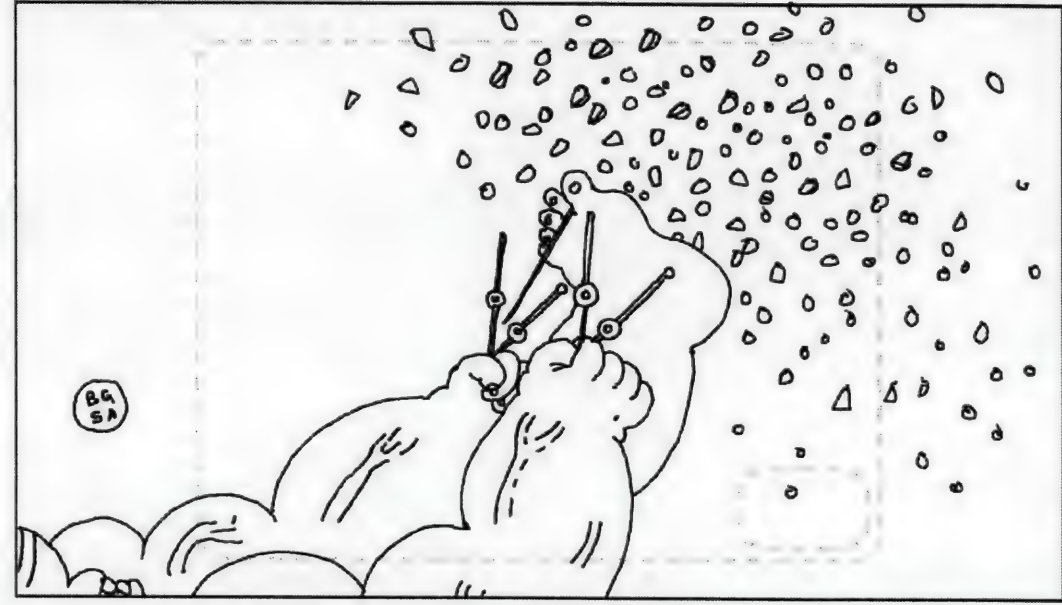
day night



Sc. 103 CONT Pnl. F

Bg.

day night



1034-244

EPISODE #

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Production :

Dialog:

SFX / PROP!

Action:

-RB SHATTERS.

DEC 17 2015

Timing:

1034/244

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1034/244

# ADVENTURE TIME



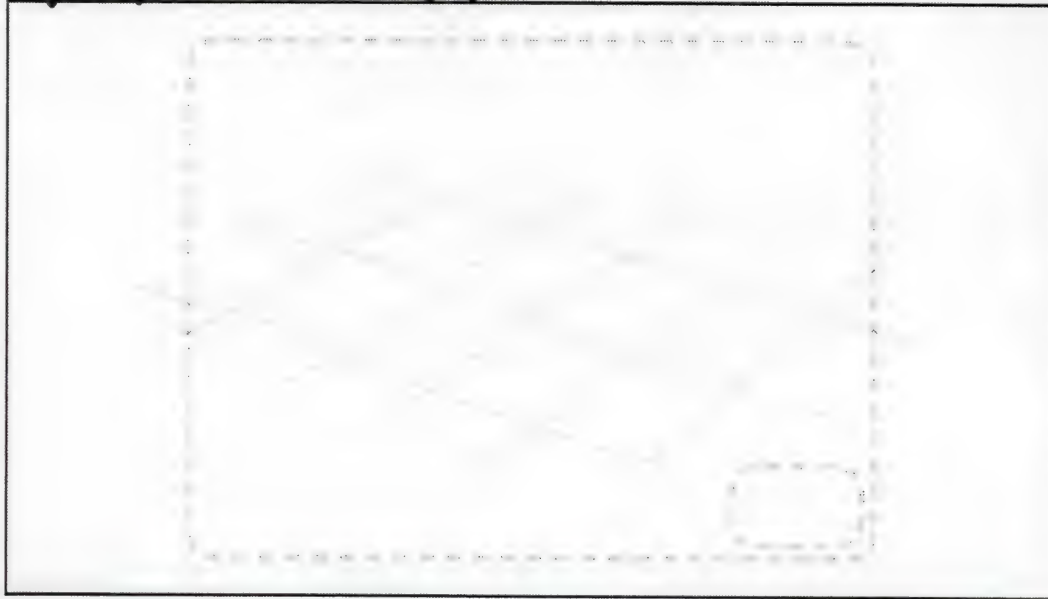
Page **187**

Sc. **104**

Pnl. **A**

Bg.

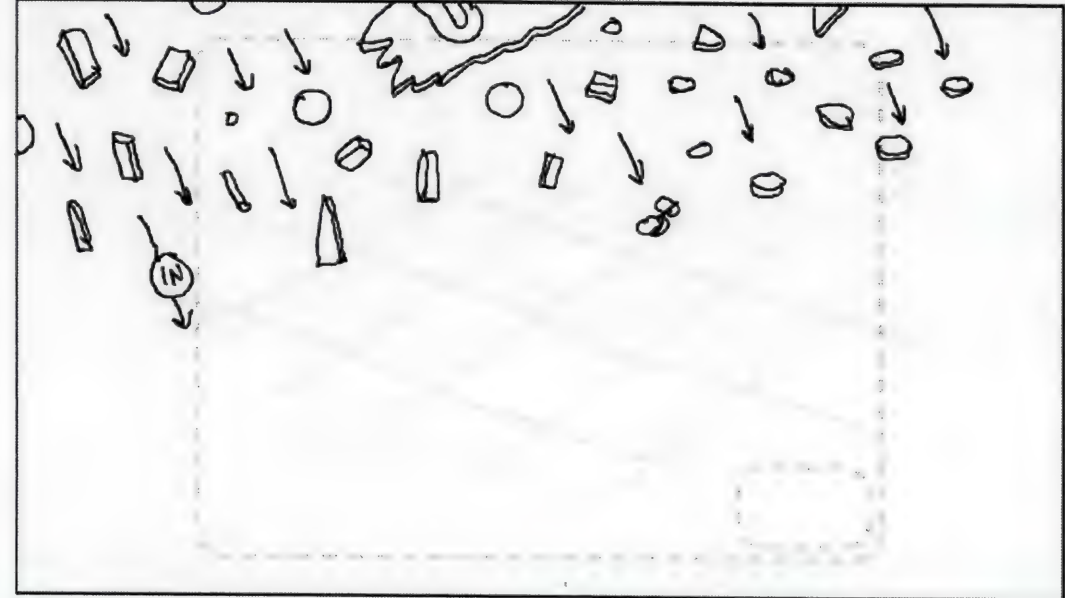
day night



Sc. **104 CONT** Pnl. **B**

Bg.

day night



Dialog:

Action:

- RB PIECES RAIN DOWN AN/S.

DEC 17 2015

Timing:

1034-244

EPISODE #

1034/244

Production :

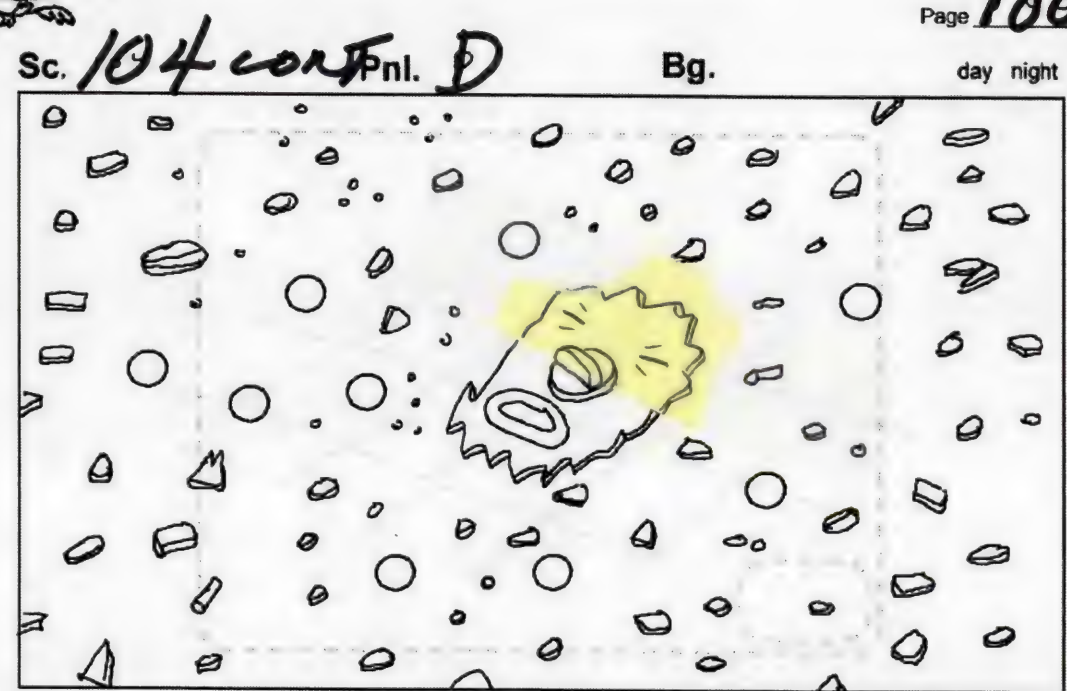
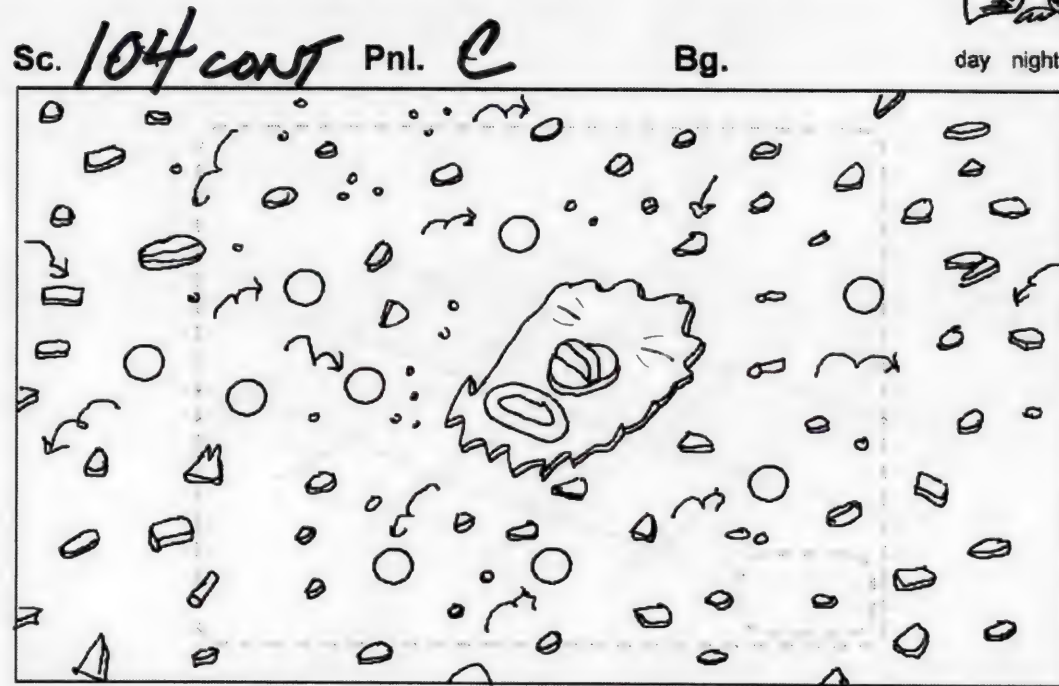
1034/244



# ADVENTURE TIME



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Dialog:

(SFX) CLATTER  
CLATTER

(RB) YUBBA DUBBA DUBBA DUBBA!

Action:

DEC 17 2015

Timing:

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EPISODE #

1034/244

Production :

1034/244

ADVENTURE TIME



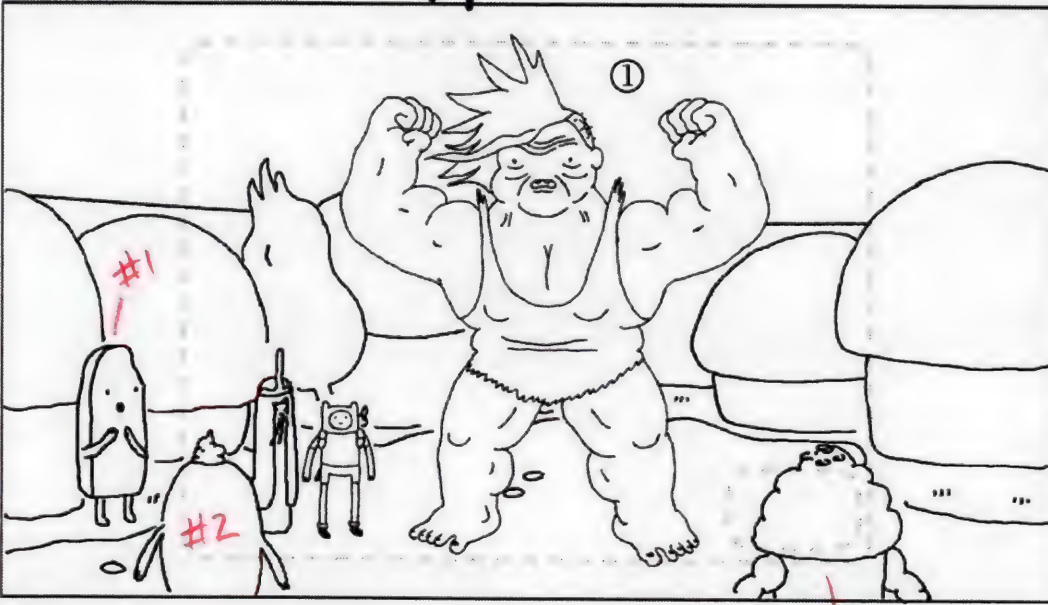
Page **189**

Sc. **105**

Pnl. **A**

Bg.

day night

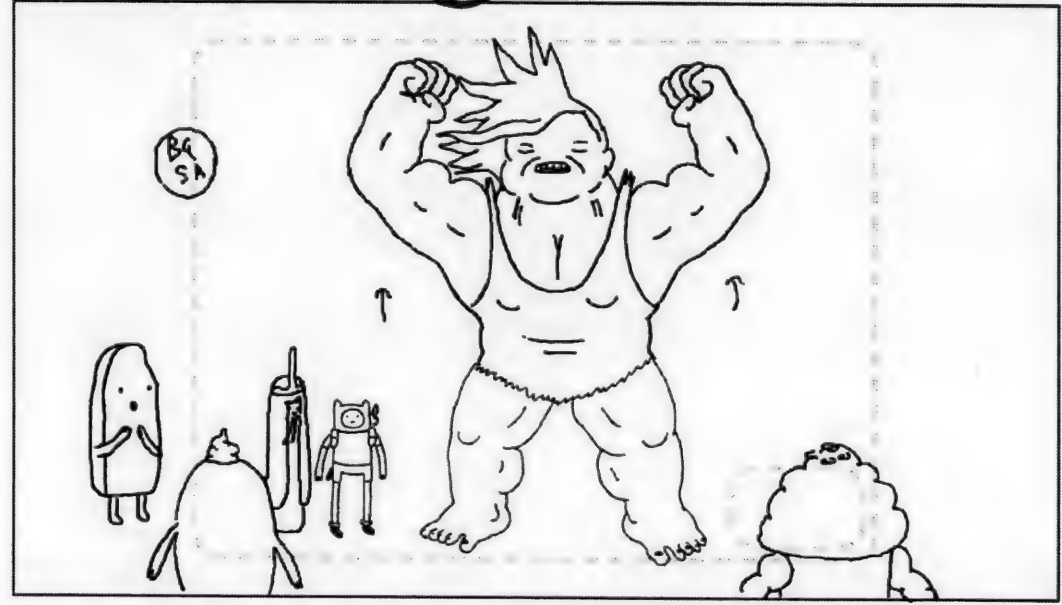


Sc. **105 cont**

Pnl. **B**

Bg.

day night



Dialog:

Action:

Timing:



⑤ R R R R !

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# ADVENTURE TIME



Sc. 105 cont Pnl. C

Bg.

day night

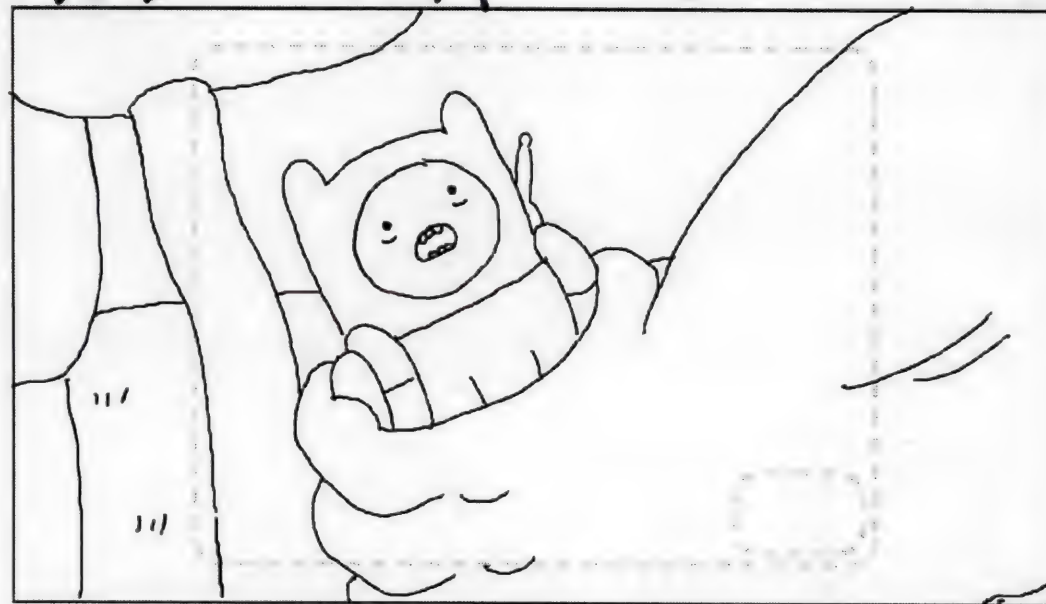


Sc. 106

Pnl. A

Bg.

day night



Dialog:

③ HEYYYY ) (LONG)  
SUZIE -  
SUZIE -

Action:

-S. GRABS FINN.

SUZIE -  
SUZIE -  
SUZIE - ) (FAST)

DEC 17 2015

Timing:

EPISODE #

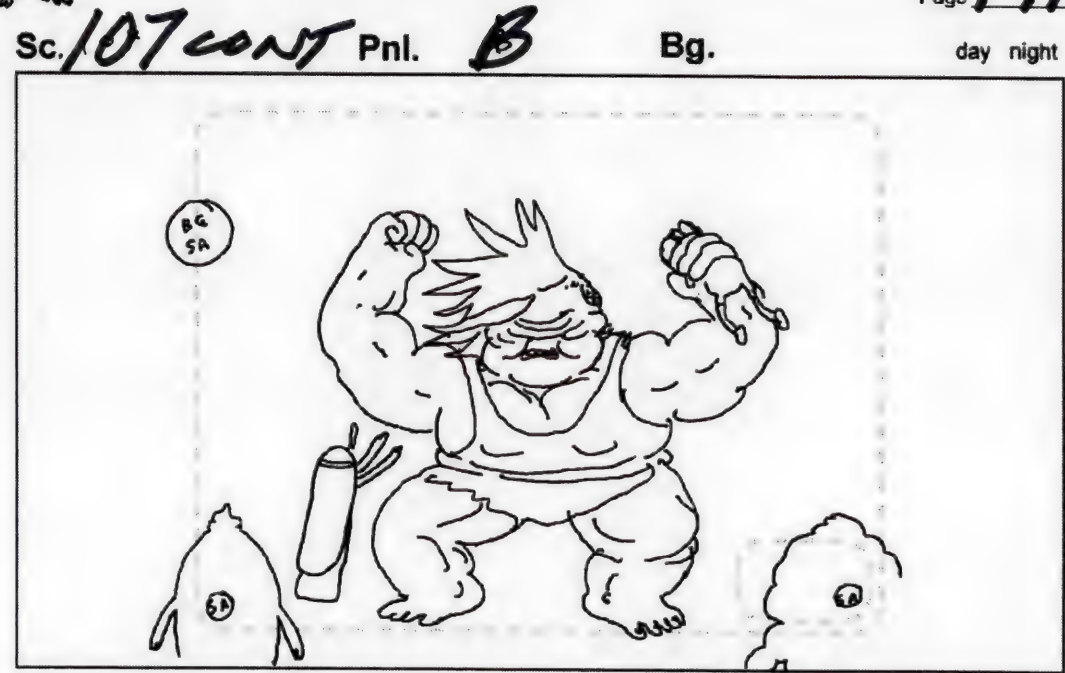
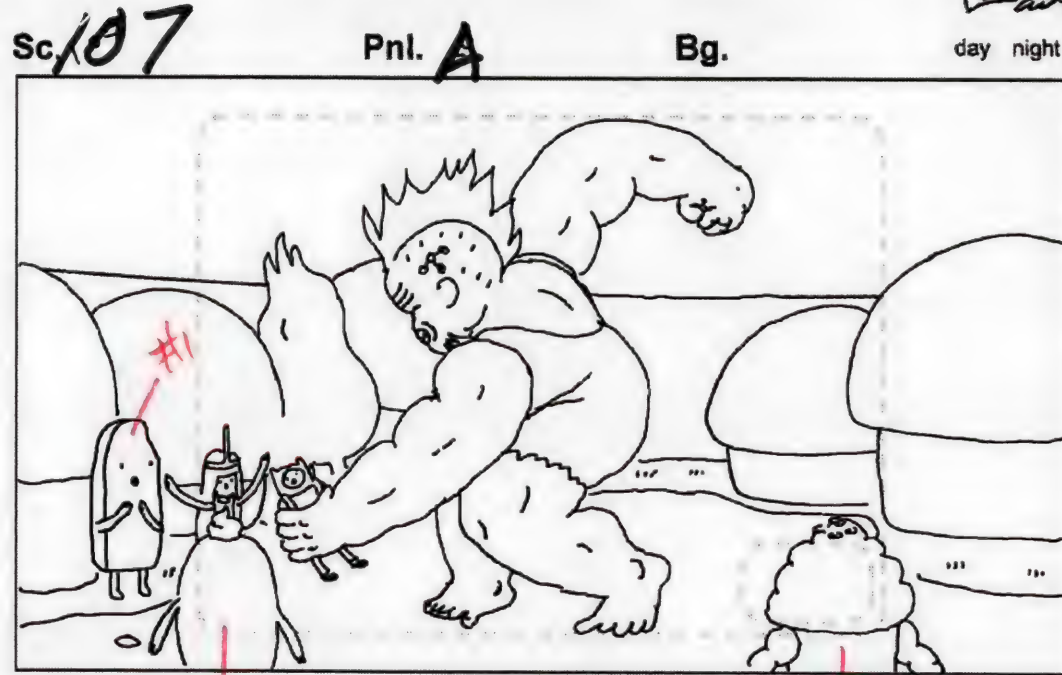
Production :

1034-244

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1034/244

# ADVENTURE TIME



Dialog:

Action:

Timing:

5/ R R R R

- 5. SQUATS.

DEC 17 2013

Production :

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# ADVENTURE TIME



Page **192**  
day night

Sc. **107 cont** Pnl. **C**

Bg.

day night



Sc. **107 cont** Pnl. **D**

Bg.

day night



Dialog:

(SFX) SMASH  
CRASH

Action:

- CRACKING  
GROUND.

DEC 17 2015

Timing:

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EPISODE #

1034/244

Production :

1034/244

# ADVENTURE TIME

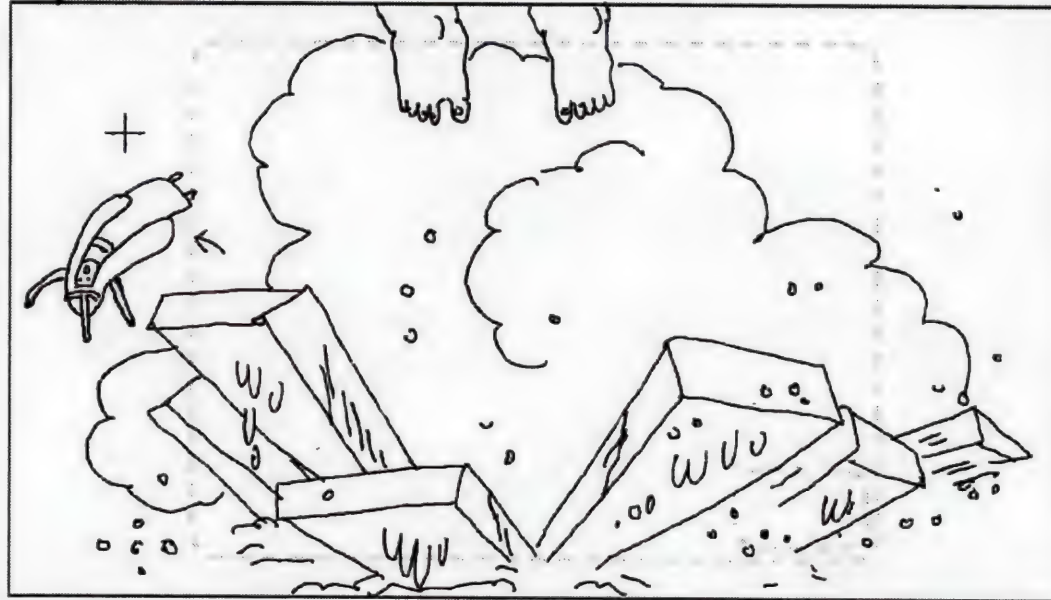


Page **193**

Sc. **107 cont** Pnl. **E**

Bg.

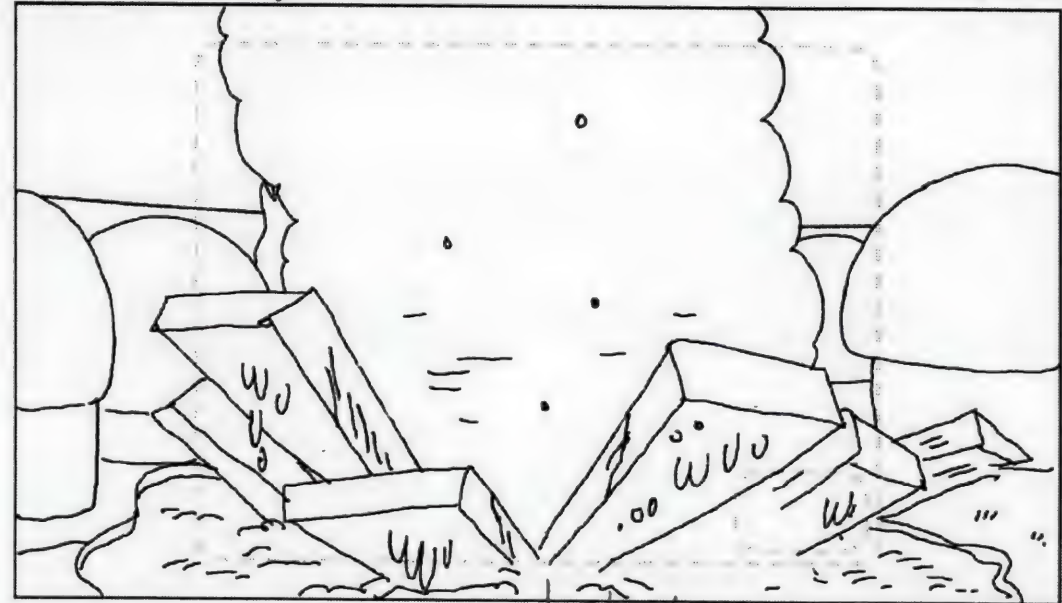
day night



Sc. **107 cont** Pnl. **F**

Bg.

day night



Dialog:

~~SFX~~ POW

Action:



- S. LAUNCHES OFF/S.

Timing:

DEC 17 2015

Production :

EPISODE #

1034-244

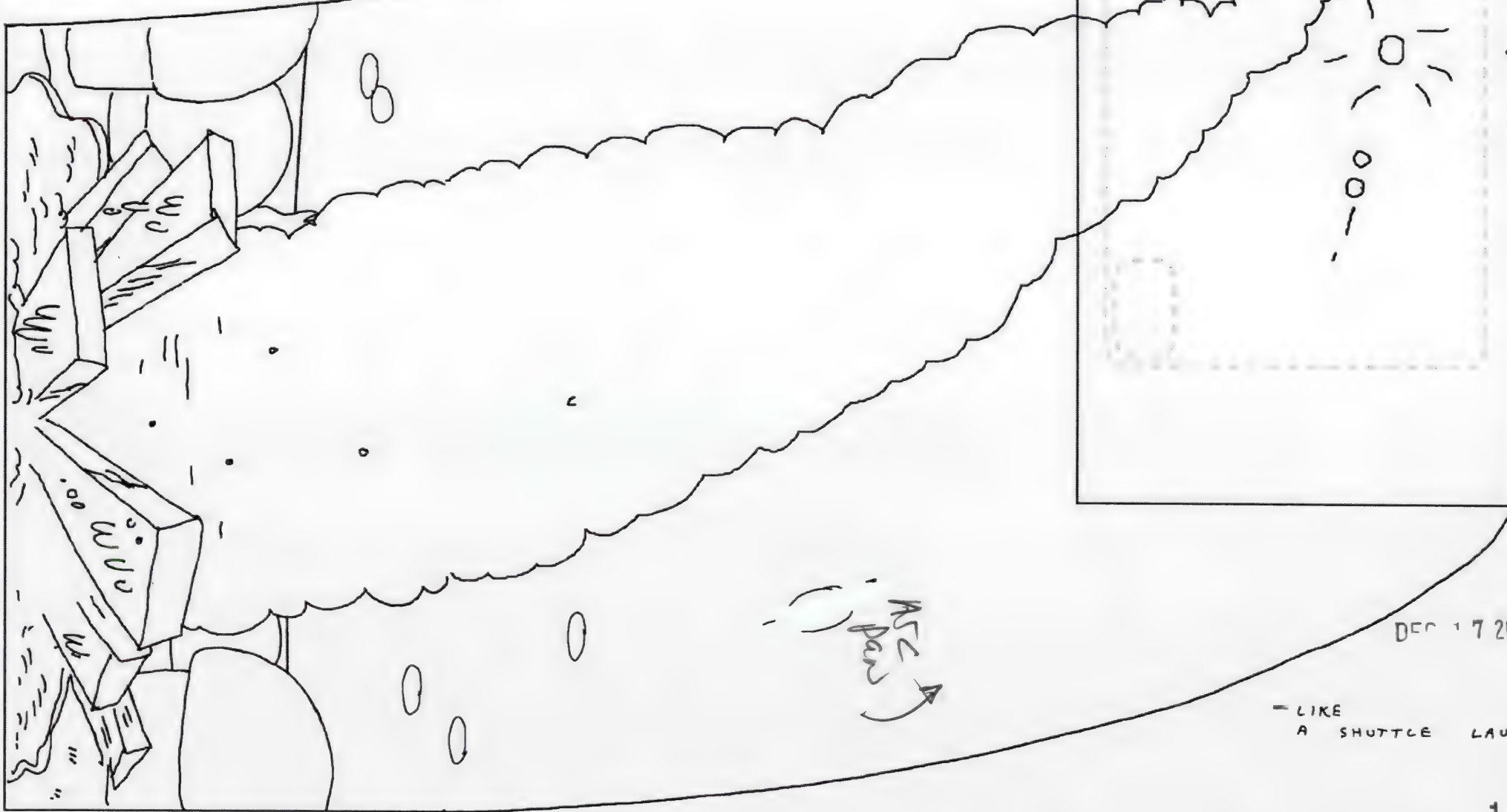
1034/244

1034/244



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ADVENTURE TIME  
107 pnt G



ASTOP

ASC  
(pan) →

Sc. 107 cont Pnt. G

Page

194

Bg.

day night

DEC 17 2015

- LIKE  
A SHUTTLE LAUNCH.

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EPISODE #

Production :

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1034/244

# ADVENTURE TIME

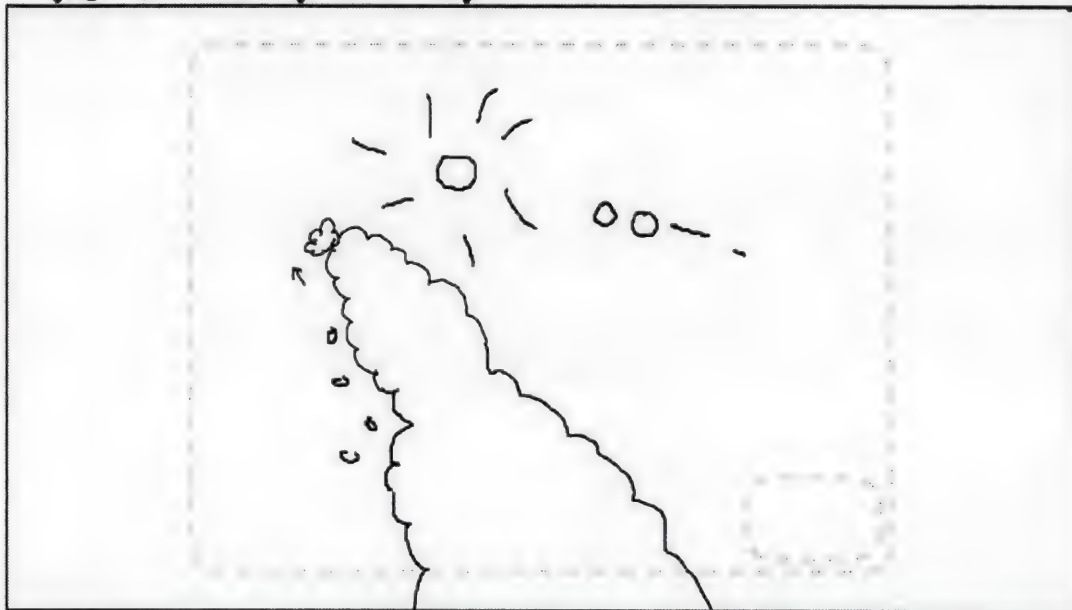


Page 195  
day night

Sc. 107 CONT Pnl. H

Bg.

day night

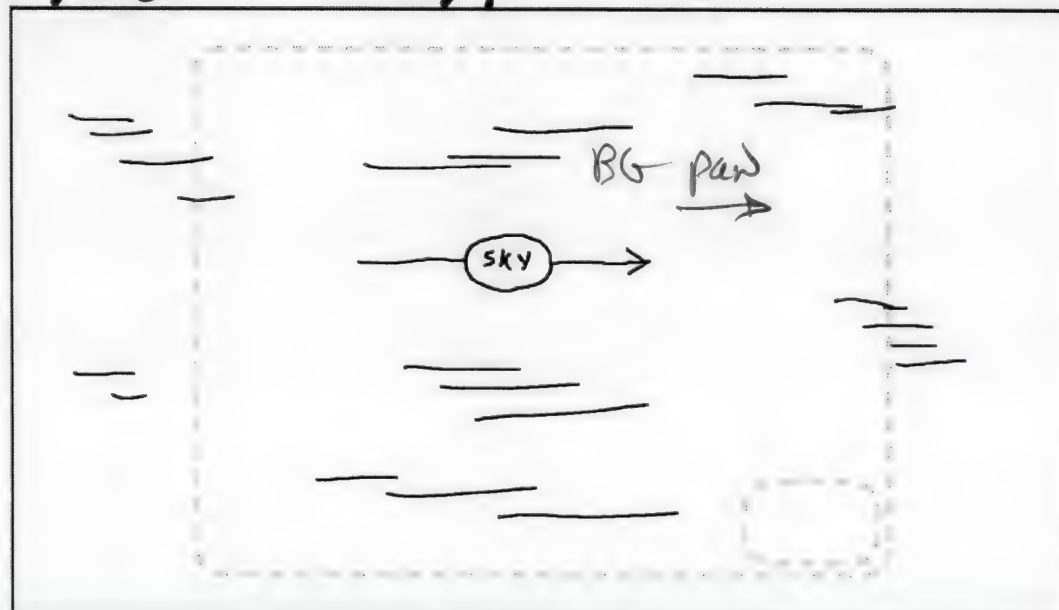


Sc. 108

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

DEC 17 2015

Production :

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# ADVENTURE TIME

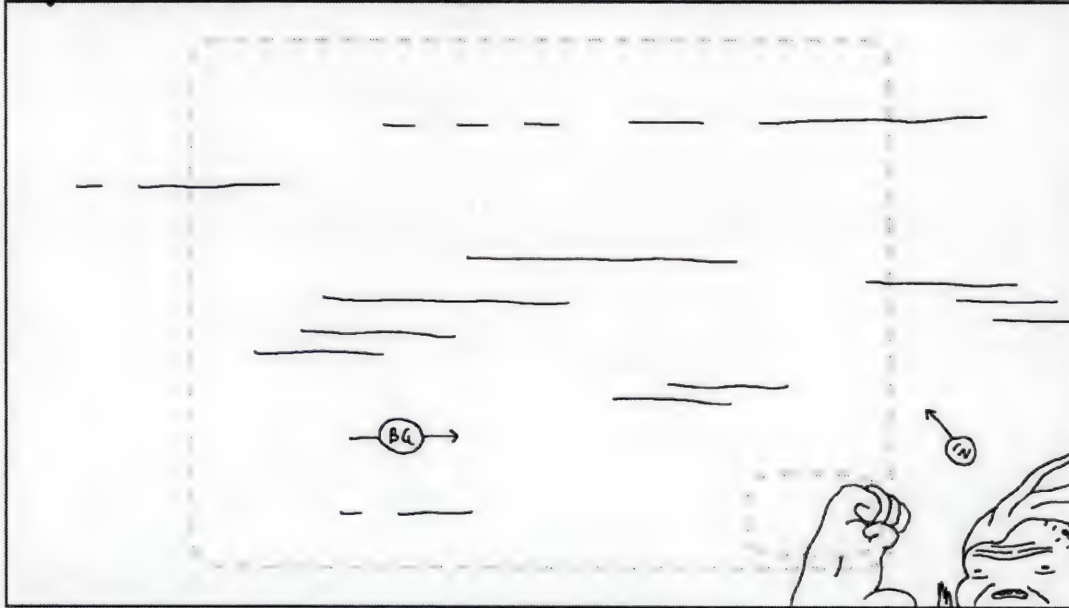


Page **196**

Sc. **108 cont** Pnl. **B**

Bg.

day night



Sc. **108 cont** Pnl. **C**

Bg.

day night



Dialog:

Action:

- S. GAINS ON/S DURING LEAP.

DEC 17 2015

Timing:

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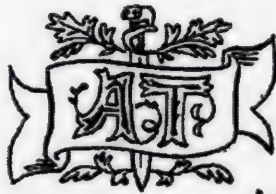
1034/244

Production :

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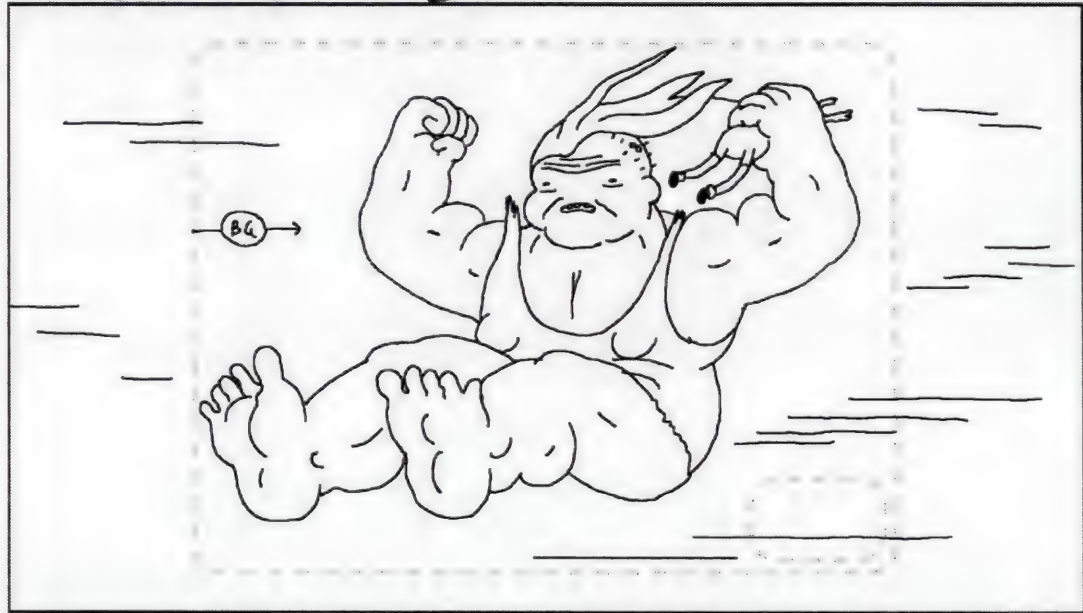
ADVENTURE TIME



Sc. 108 cont Pnl. D

Bg.

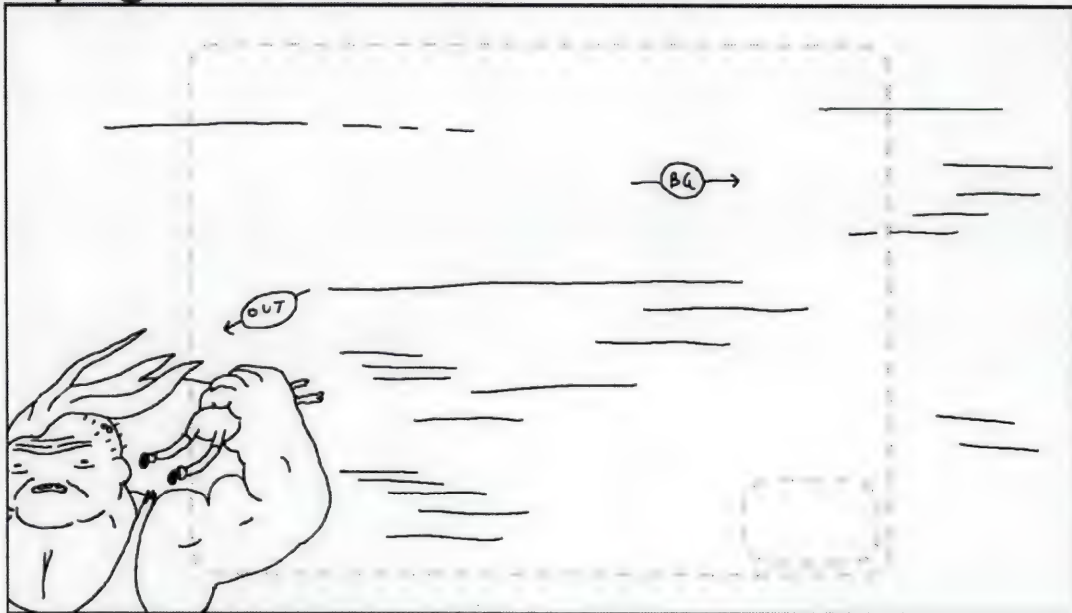
day night



Sc. 108 cont Pnl. E

Bg.

day night



|                                                                 |
|-----------------------------------------------------------------|
| Dialog:                                                         |
| ⑤/ RESUMING OBJECTIVE, APPROACHING<br>COASTAL EXTRACTION POINT. |
| Action:                                                         |
| DEC 17 2015                                                     |
| Timing:                                                         |

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Production :



ADVENTURE TIME



Page **198**

Sc. **109**

Pnl. **A**

Bg.

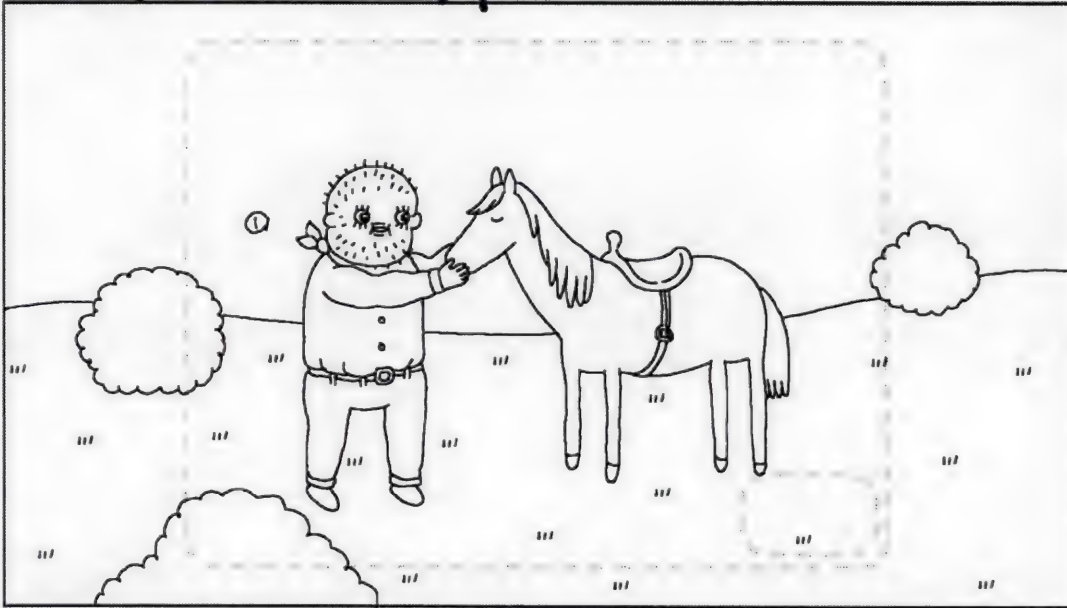
day night

Sc. **109 cont**

Pnl. **B**

Bg.

day night



Dialog:

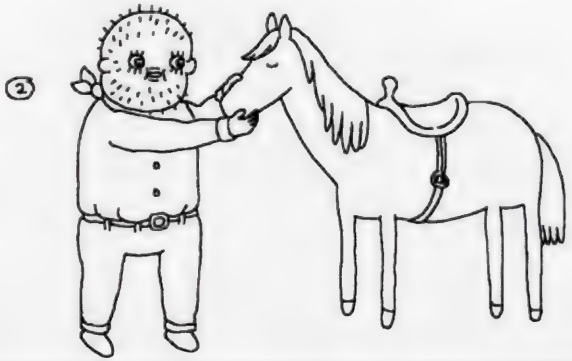
SPARKLE :

SH H H .

⑤

SH H H H H H H H H

Action:



- SPARKLE PETS HORSE

DEC 17 2015

Timing:

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Production :

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# ADVENTURE TIME

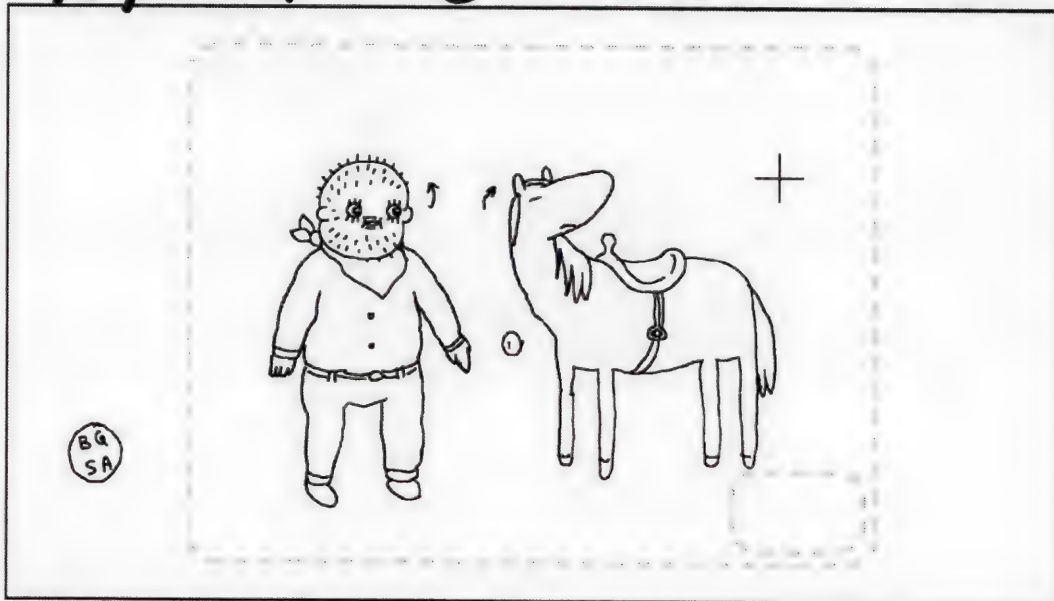


Page **199**

Sc. **109 CONT** Pnl. **C**

Bg.

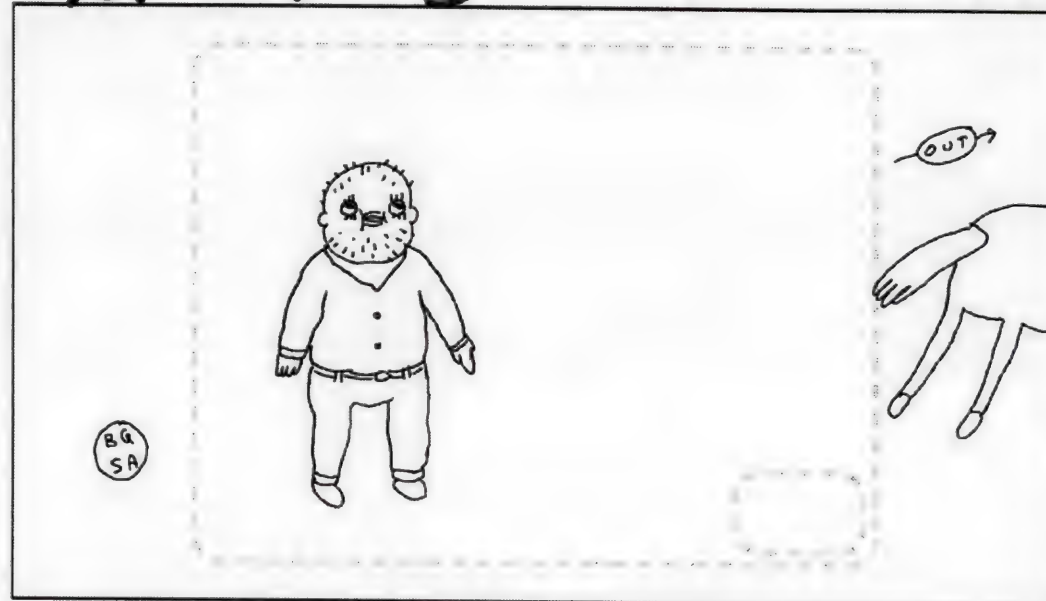
day night



Sc. **109 CONT** Pnl. **D**

Bg.

day night



Dialog:

(S) / WHAT IS IT, BOY?

(H) / WHINY?

Action:

WHISPERY.



Timing:

-HORSE RUNS OFF/S

DEC 17 2015

Production :

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# ADVENTURE TIME



Page 200

Sc. 109 cont Pnl. E

Bg.

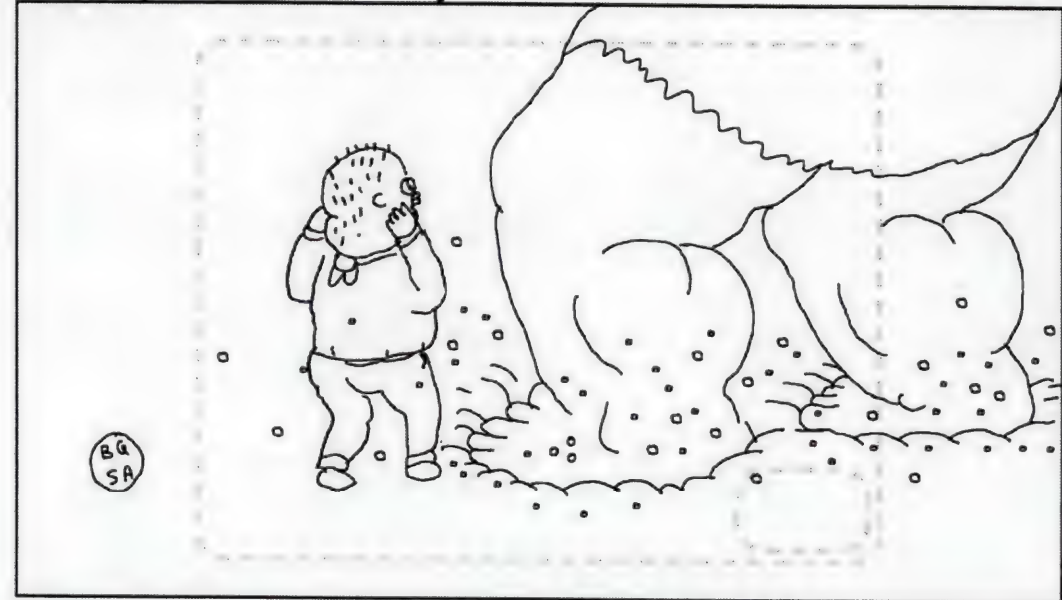
day night



Sc. 109 cont Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

- SUSAN'S SHADOW COMES ON/S.

(SFX) / SMASH!

- S. LANDS NEXT TO SPARKLE.

DEC 17 2015

EPISODE #

Production :

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ADVENTURE TIME

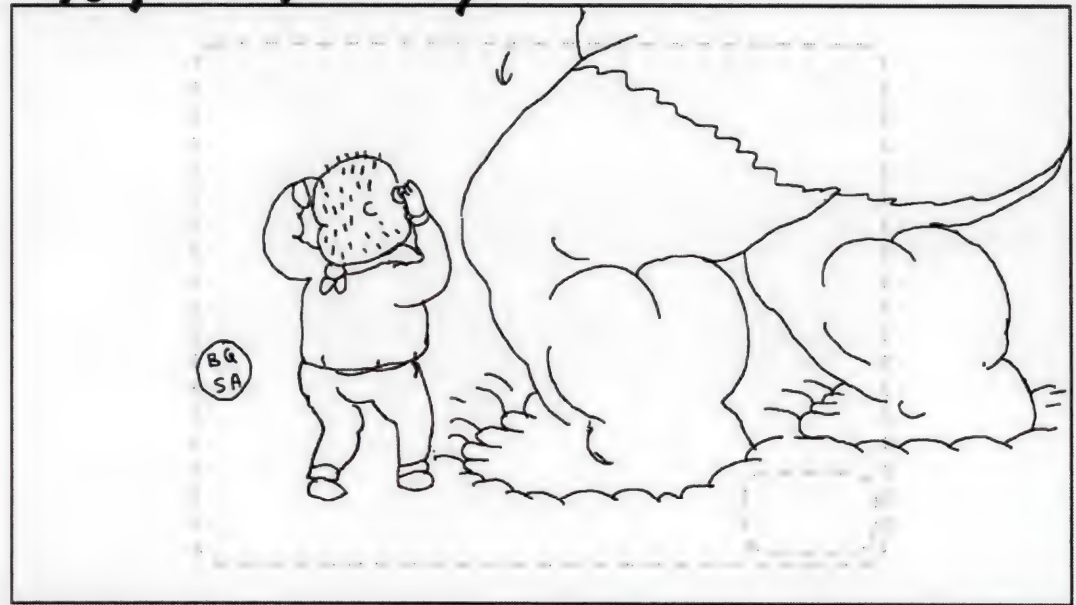


Page 201

Sc. 109 CONT Pnl. G

Bg.

day night



Sc. 109 CONT Pnl. H

Bg.

day night



|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

- SUSAN LAUNCHES OFF/S.

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# ADVENTURE TIME



Page 202

Sc. 109 cont Pnl. I

Bg.

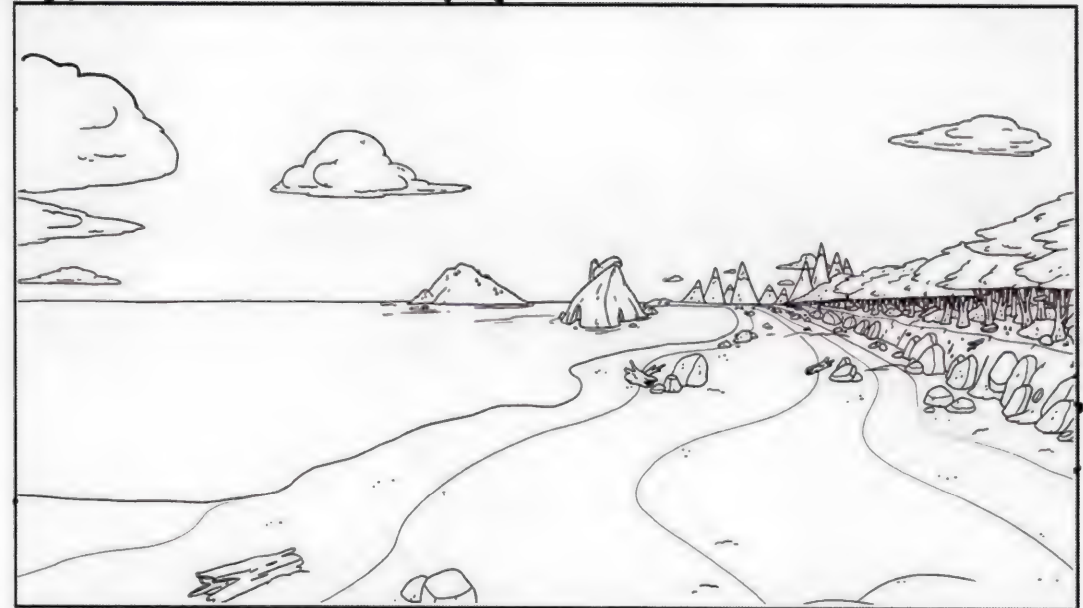
day night

Sc. 110

Pnl. A

Bg.

day night



Dialog:

⑤ SPARKLE SAYS WH A A A A A T!

Action:

STILL  
WHISPERY

Timing:

DEC 17 2015

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Production :

1034/244

# ADVENTURE TIME

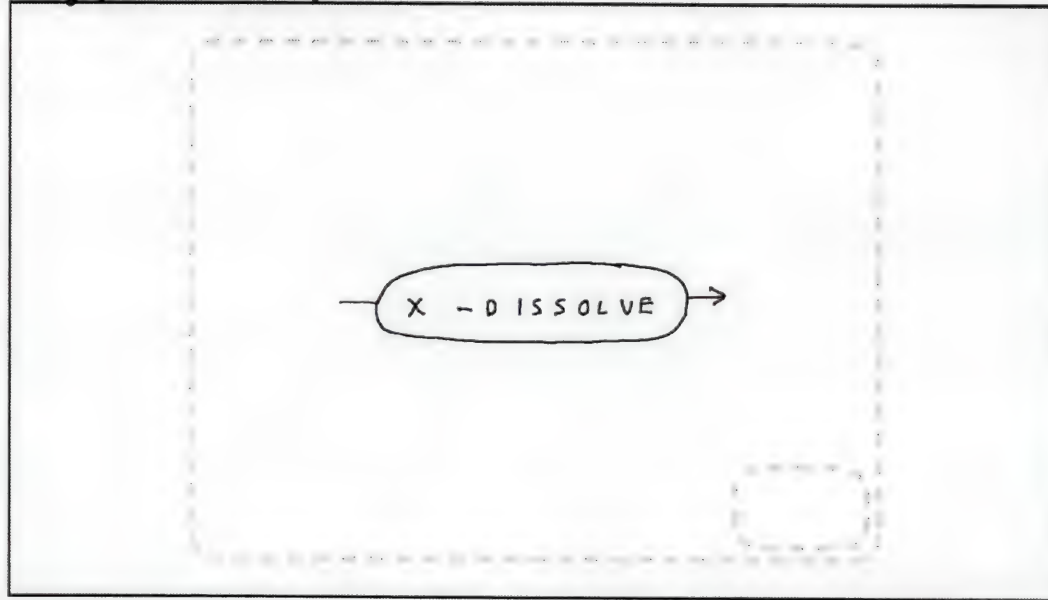


Page **203**

Sc. **110 cont** Pnl. -

Bg. -

day night

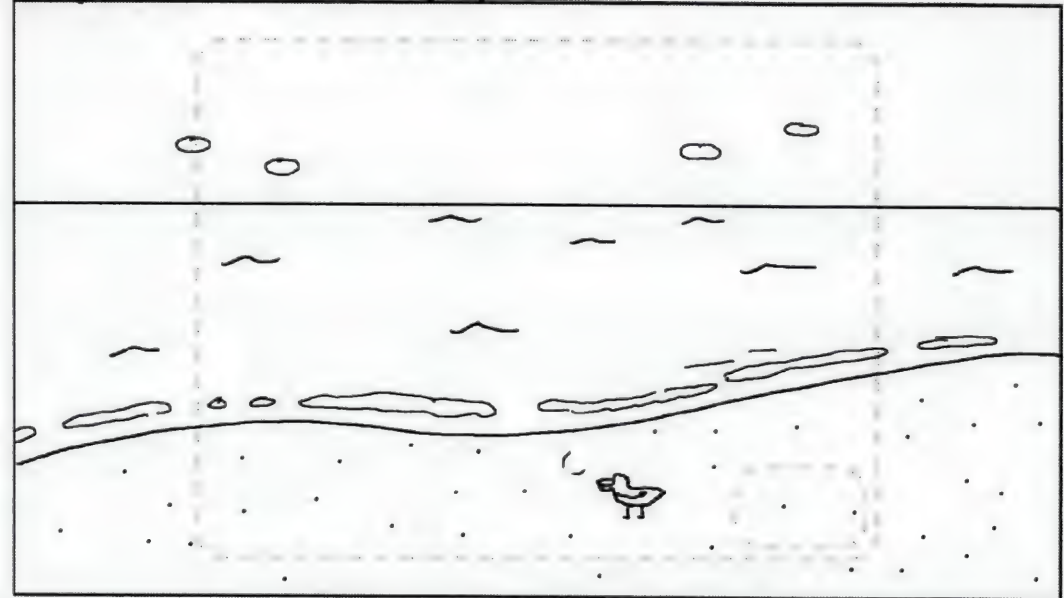


Sc. **111**

Pnl. **A**

Bg.

day night



Dialog:

Action:

Timing:

... BOOM

DEC 17 2015

EPISODE #

Production :

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1034/244



# ADVENTURE TIME



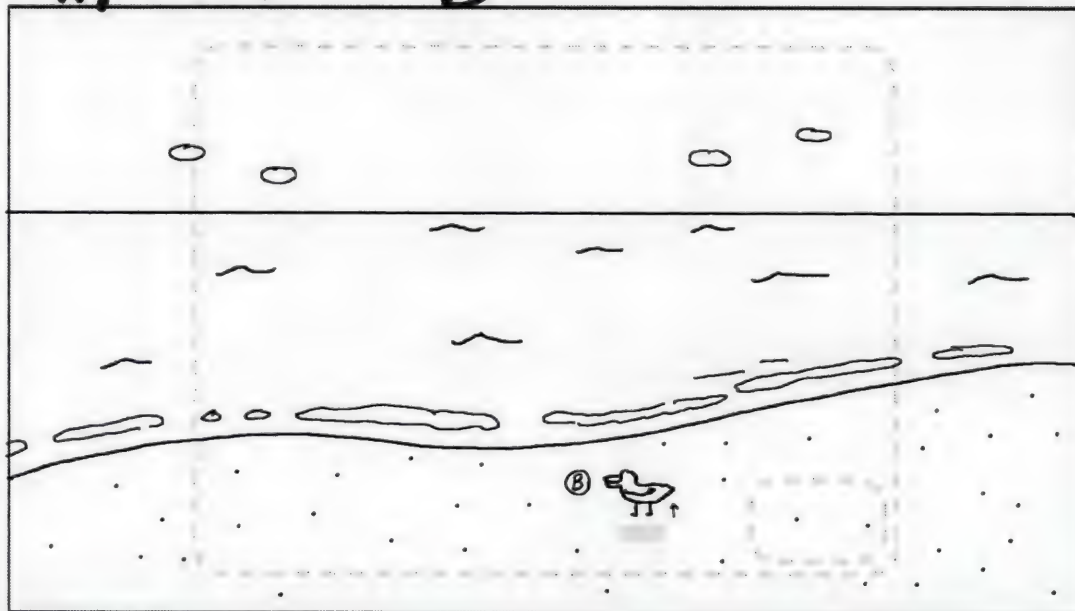
Page **204**

Sc. **111 CONT**

Pnl. **B**

Bg.

day night

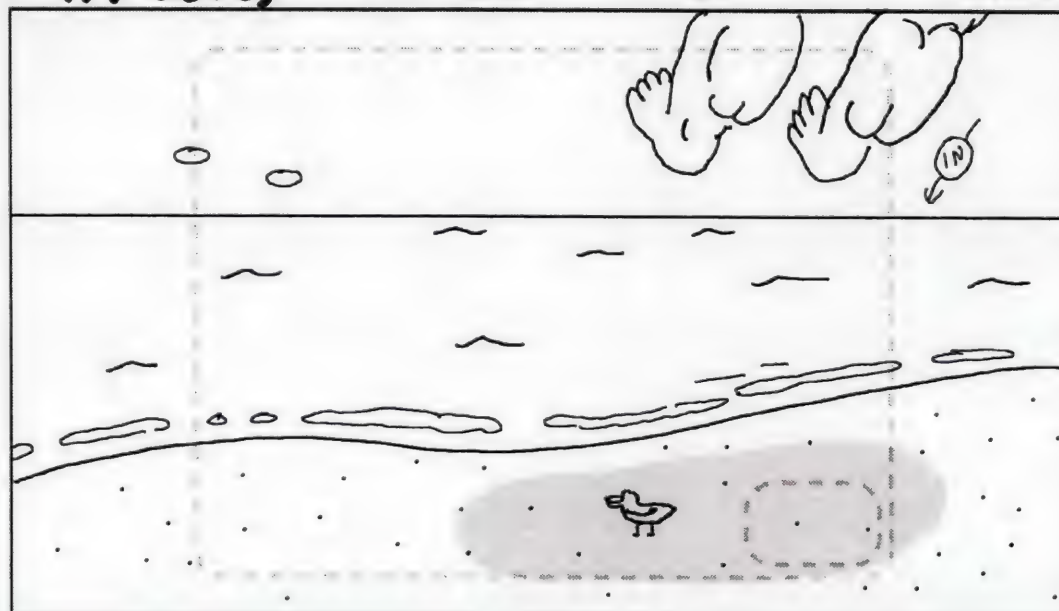


Sc. **111 CONT**

Pnl. **C**

Bg.

day night



Dialog:

<sup>(A)</sup> <sup>(B)</sup> **BOOM** <sup>(A)</sup>

Action:

DEC 17 2015

Timing:

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EPISODE #

1034/244

Production :

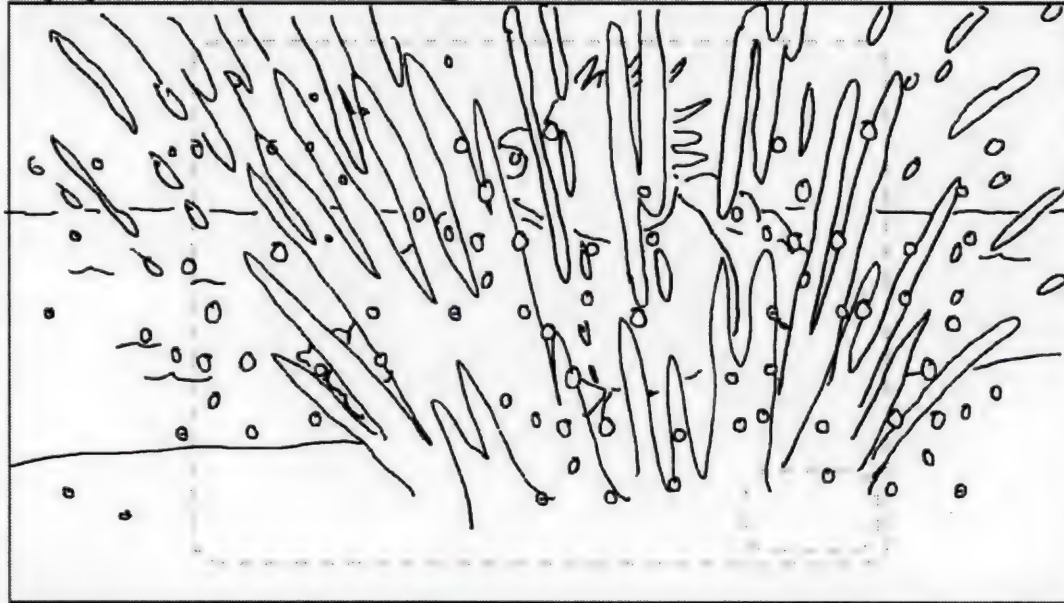
1034/244

# ADVENTURE TIME

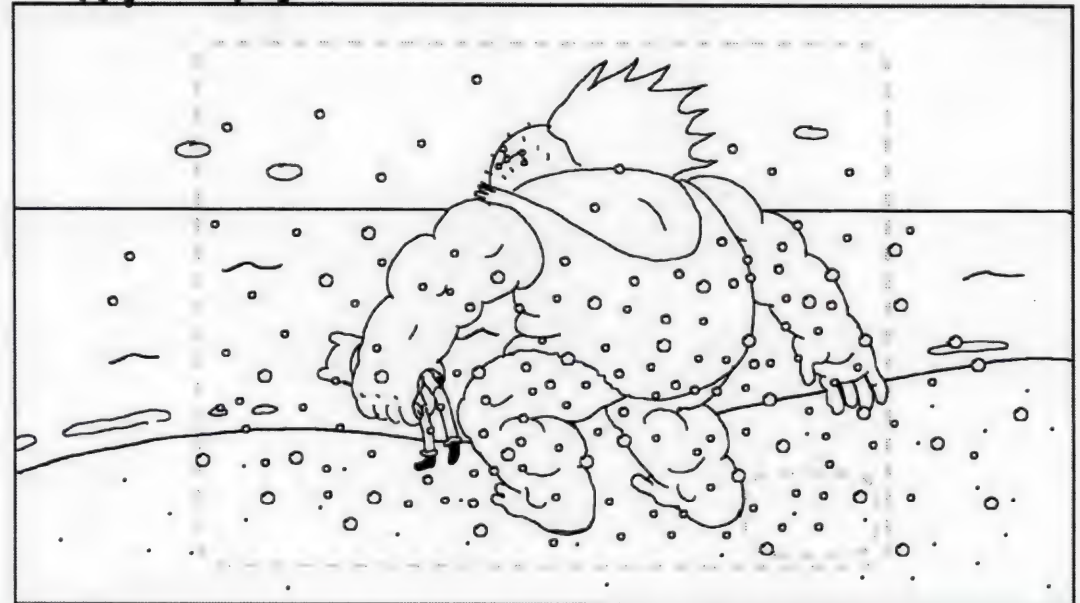


Page **205**

Sc. **111 CONT** Pnl. **D** Bg. day night



Sc. **111 CONT** Pnl. **E** Bg. day night



Dialog:

**BOOM**

Action:

-SUSAN LANDS ON BEACH, SANDS  
SAND FLYING.

DEC 17 2015

Timing:

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Production :

1034/244

1034/244

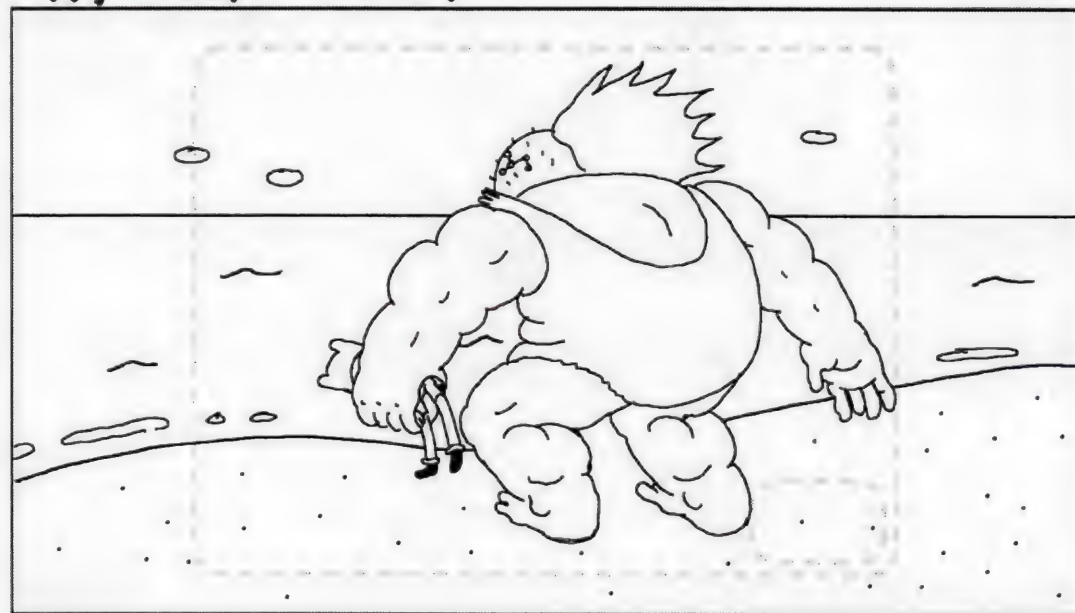


ADVENTURE TIME

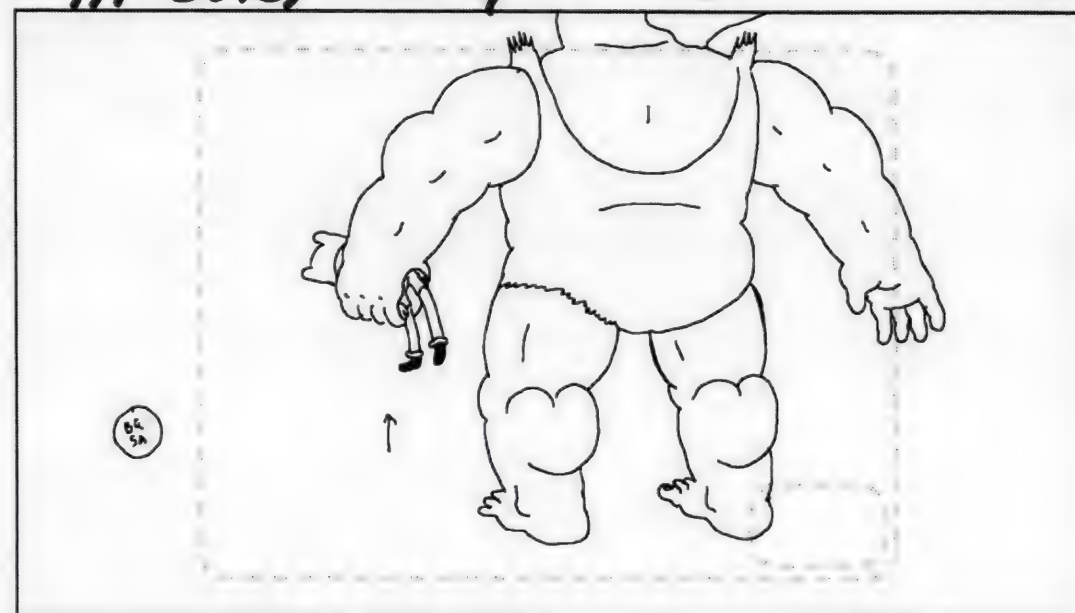


Page 200

Sc. III cont Pnl. F Bg. day night



Sc. III cont Pnl. G Bg. day night



|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

DEC 17 2012

Production :

EPISODE #

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1034/244

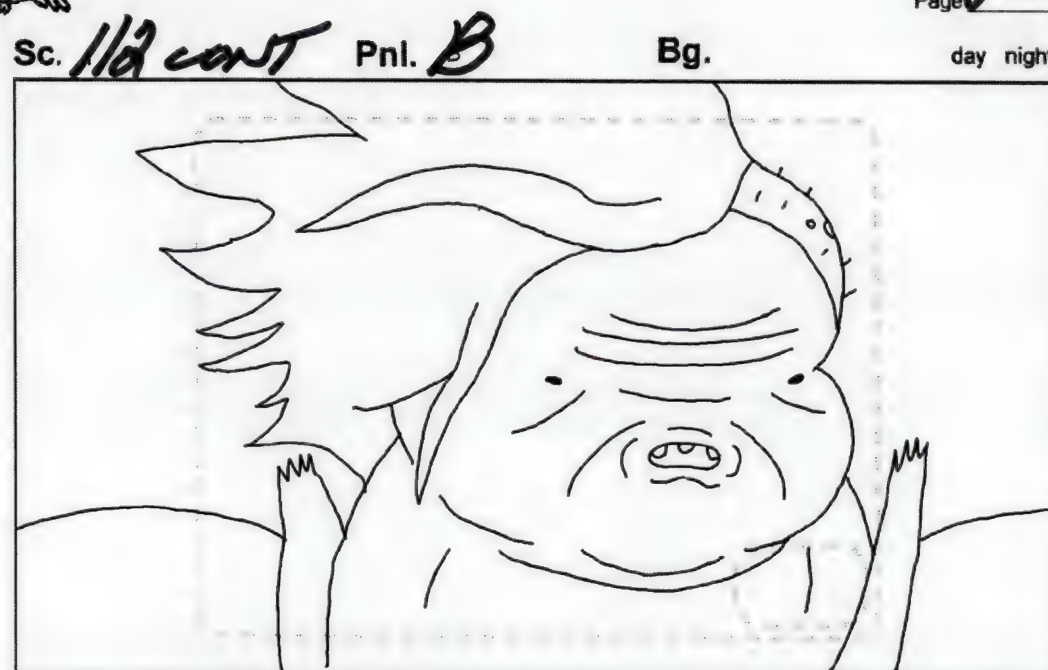
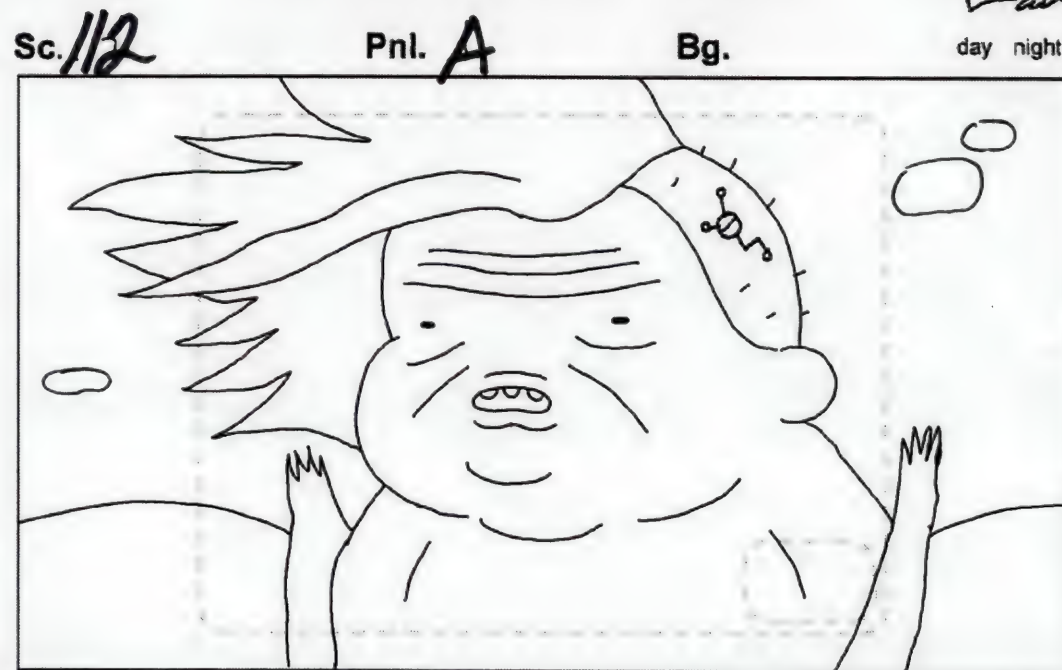
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# ADVENTURE TIME



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|                               |                          |
|-------------------------------|--------------------------|
| Dialog:                       |                          |
| (F) (CAM)<br>(O.S.) SUSAN ... |                          |
| Action:                       |                          |
|                               | - S. LOOKS DOWN AT FINN. |
| Timing:                       |                          |
|                               | DEC 17 2015              |

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# ADVENTURE TIME



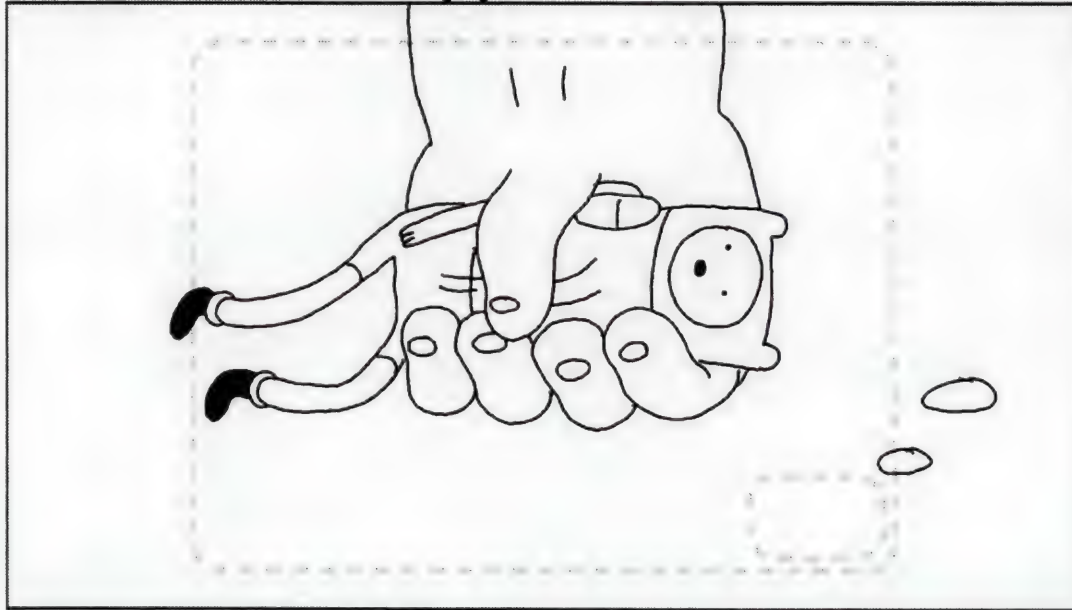
Page **208**

Sc. **113**

Pnl. **A**

Bg.

day night

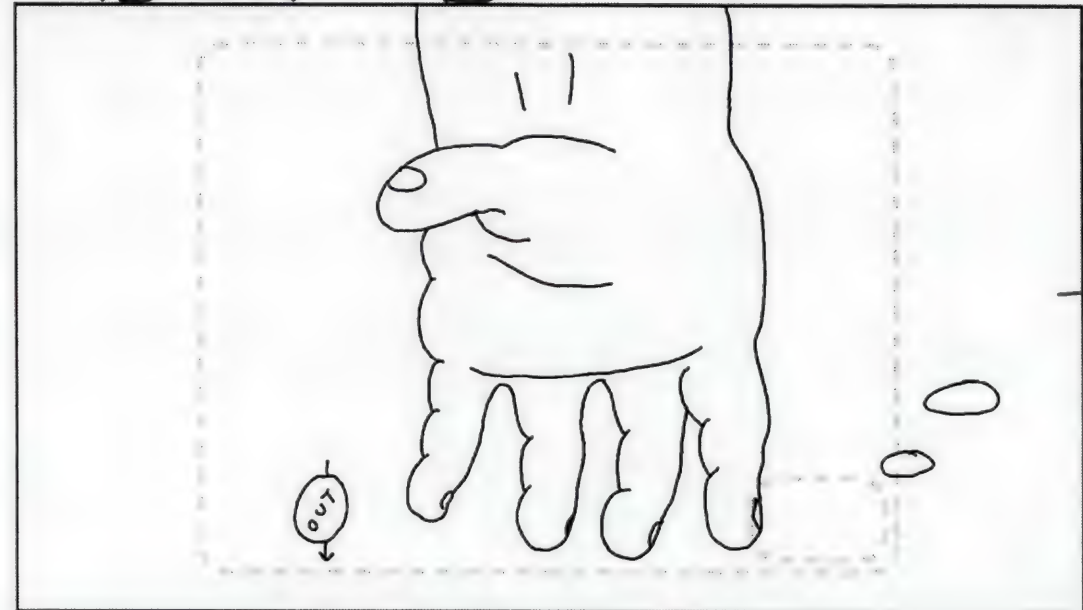


Sc. **113 cont**

Pnl. **B**

Bg.

day night



Astart  
pan w/FW

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EPISODE #

1034/244

Dialog:

**(F)** SUSAN IS THERE  
SOMETHING YOU WANT TO

Action:

TALK ABOUT.

- S. DROPS FINN.

DEC 17 2015

Timing:

Production :

1034/244

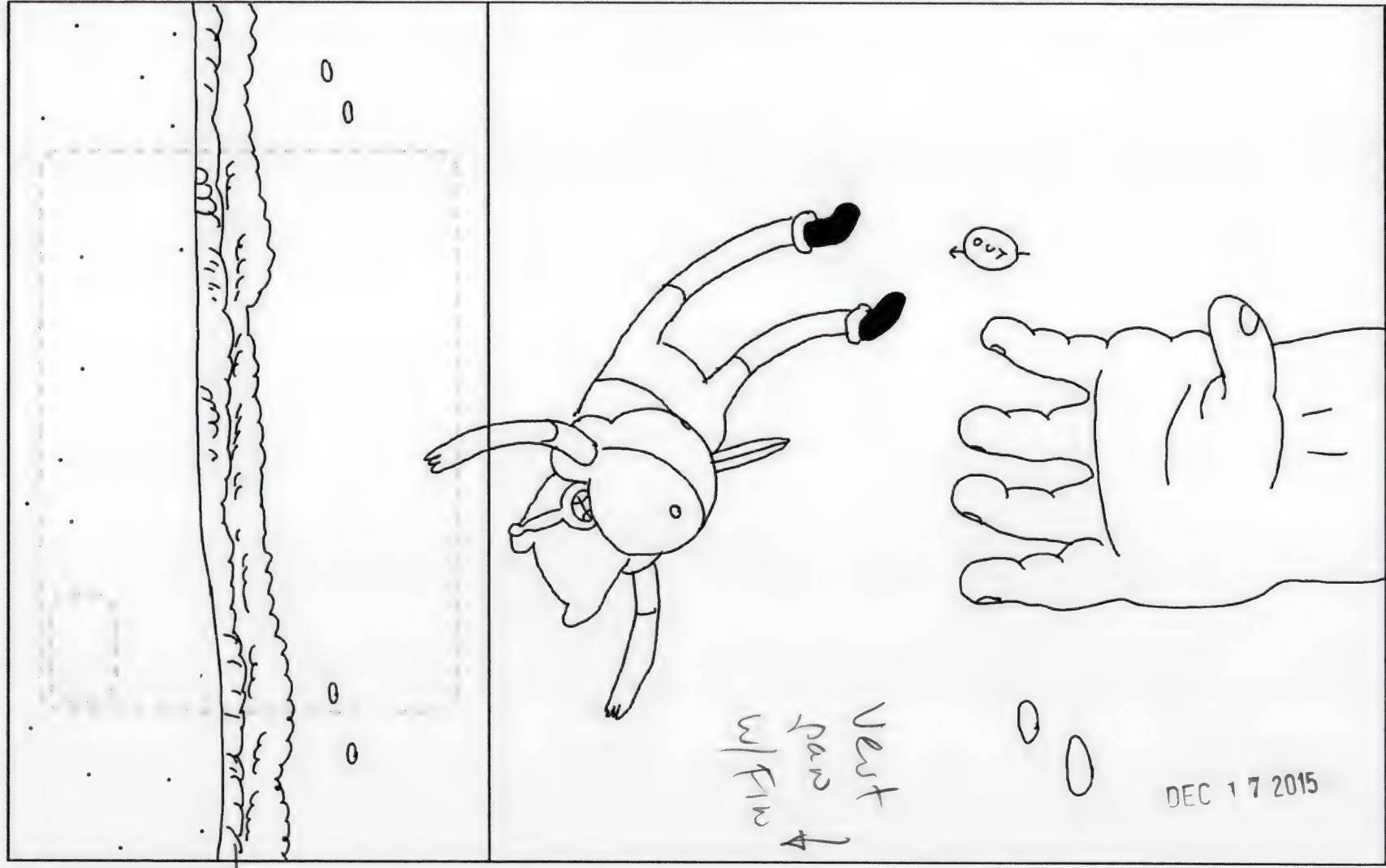
1034/244

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ADVENTURE TIME  
113 pml C



Page 209



Sc. 113 cont Pml. C

Bg.

day night

vest  
gand  
w/Flw  
↑

DEC 17 2015

ASky

Production : 1034-244

EPISODE #

1034/244

1034/244



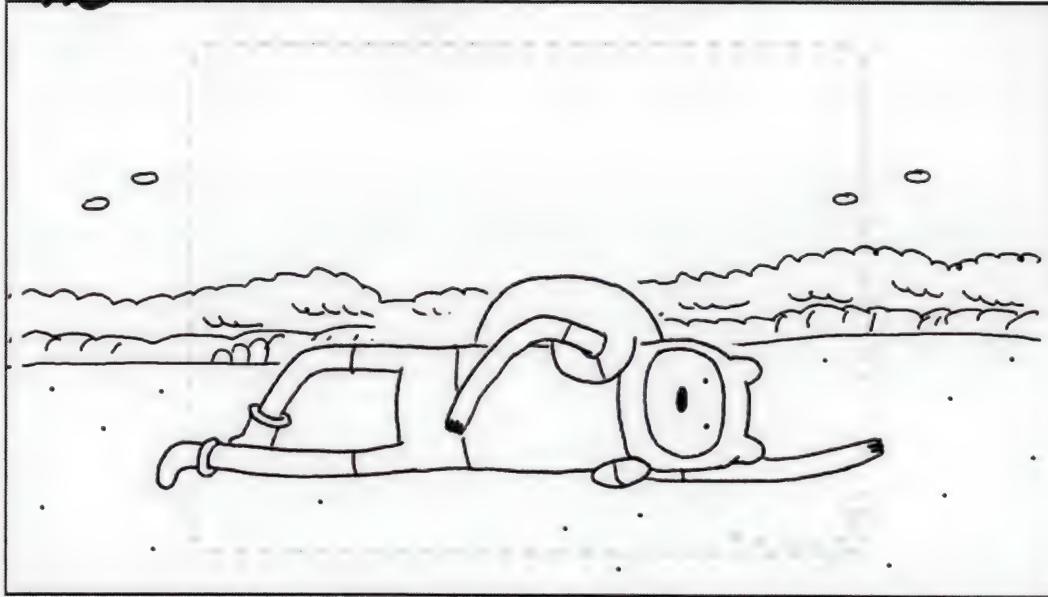
# ADVENTURE TIME



Sc. **113 cont** Pnl. **D**

Bg.

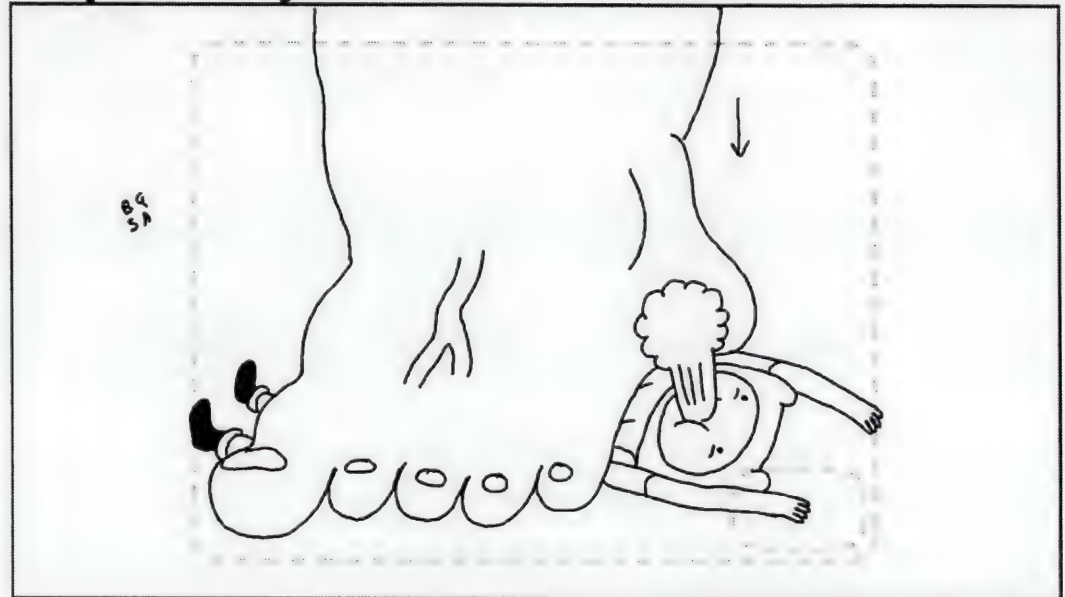
day night



Sc. **113 cont** Pnl. **E**

Bg.

day night



Dialog:

Ⓢ w o o f !

Action:

- S. PRESSES FOOT ONTO FINN  
TO KEEP HIM IN PLACE. DEC 17 2010

Timing:

1034-244

EPISODE #

1034/244

Production :

# ADVENTURE TIME



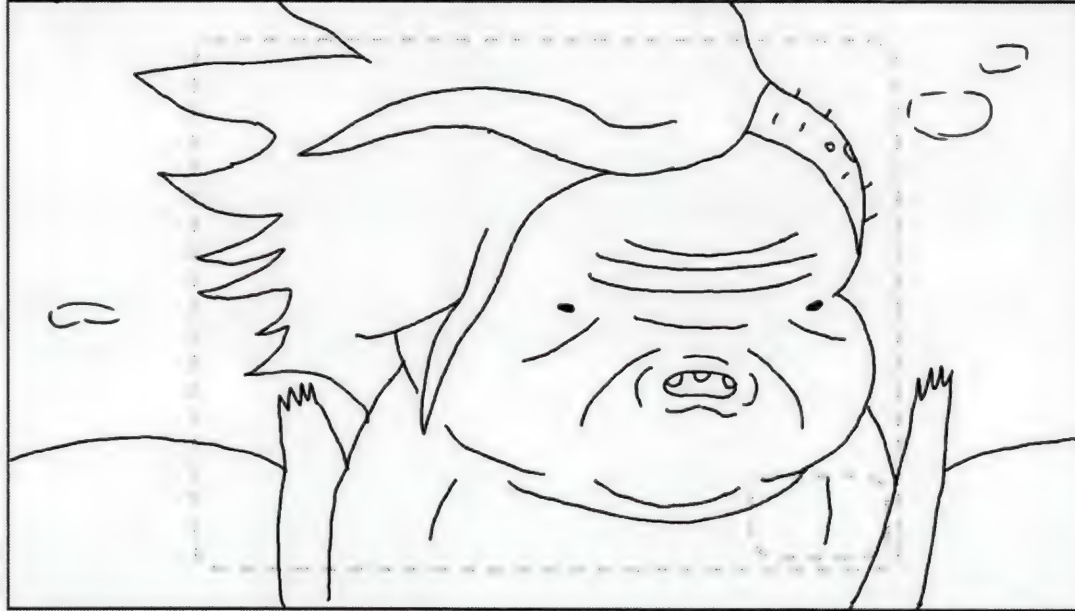
Page **211**

Sc. **114**

Pnl. **A**

Bg.

day night



Sc. **114 cont** Pnl. **B**

Bg.

day night



Dialog:

Action:

Timing:

DEC 17 2015

Production :

EPISODE #

1034-244

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# ADVENTURE TIME

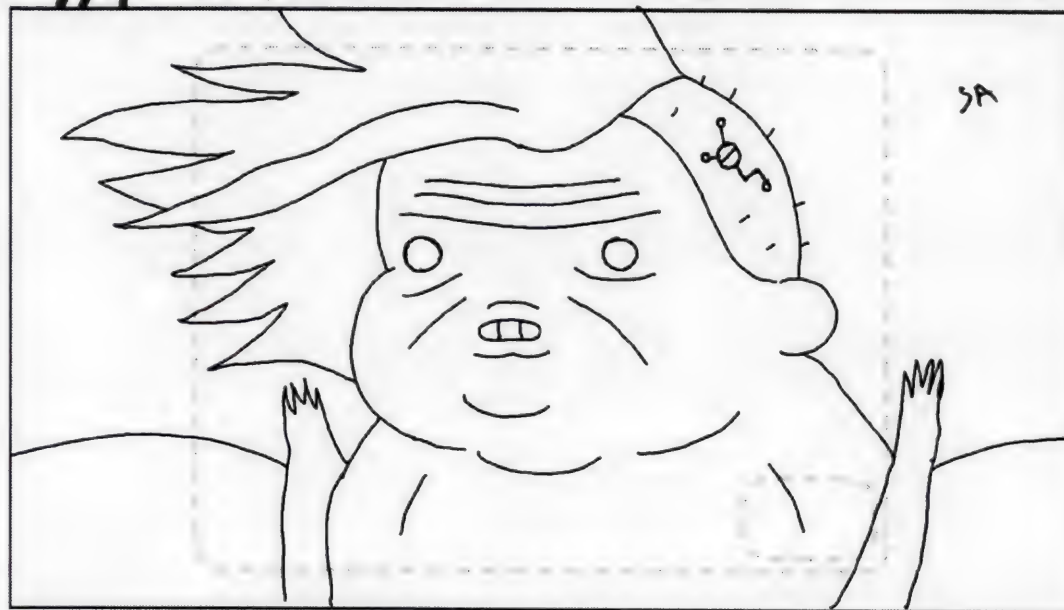


Page **212**

Sc. **114 cont** Pnl. **C**

Bg.

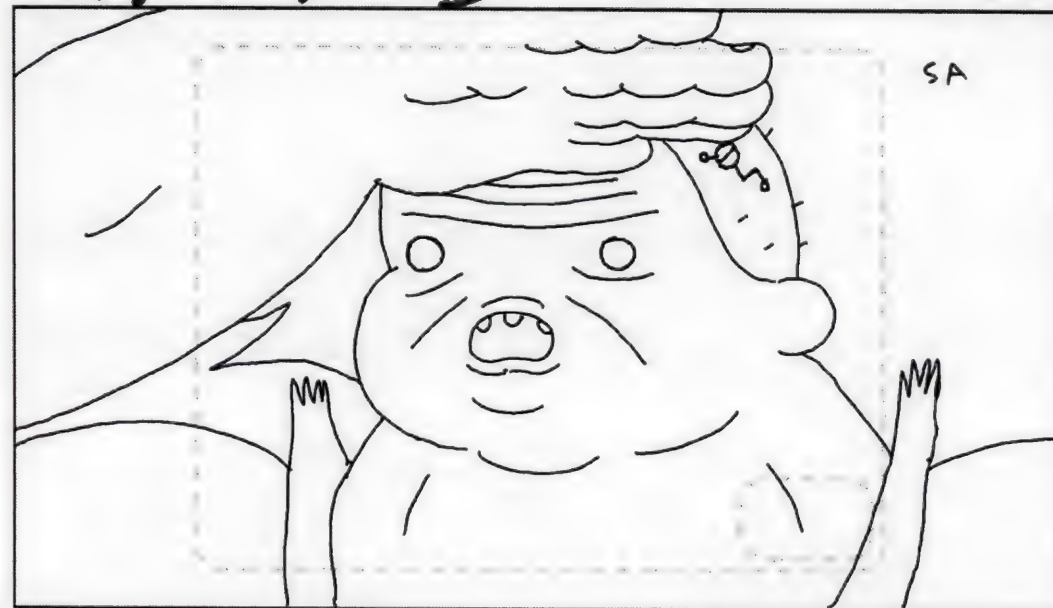
day night



Sc. **114 cont** Pnl. **D**

Bg.

day night



Dialog:

**(SFX)** **== Z O P ==**

**(S)** **SCANNING HORIZON.**

Action:

**-SUSAN'S EYES GO CRAZY.**

DEC 17 2015

Timing:

1034-244

EPISODE #

1034/244

Production :

1034/244

# ADVENTURE TIME



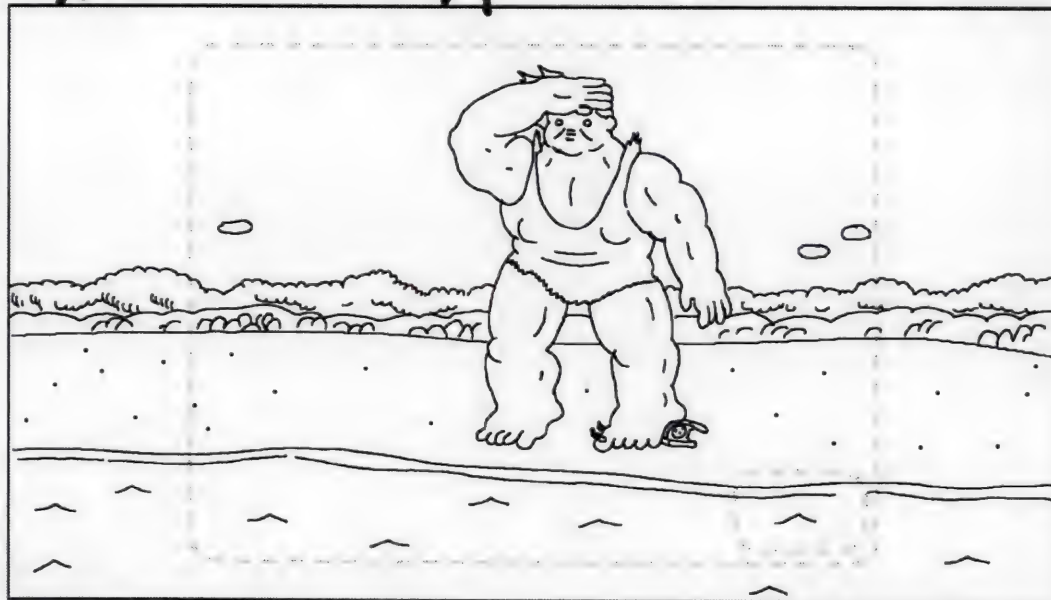
Page **213**

Sc. **115**

Pnl. **A**

Bg.

day night

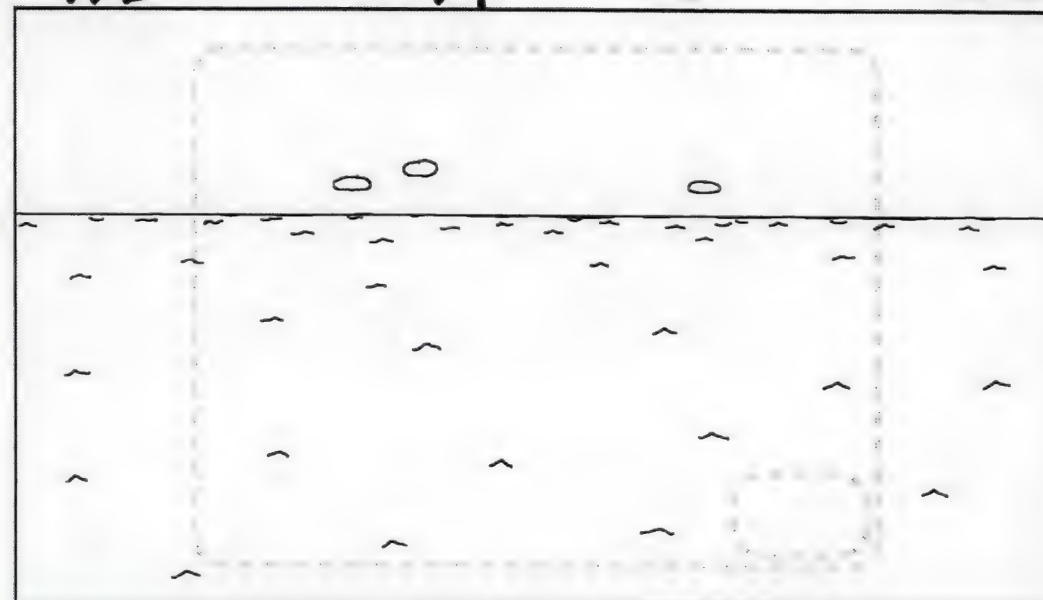


Sc. **116**

Pnl. **A**

Bg.

day night



Dialog:

Action:

⋮ BEAT ⋮

⋮ BEAT ⋮

DEC 17 2015

Timing:

EPISODE #

1034-244

1034/244

Production :

1034/244



# ADVENTURE TIME



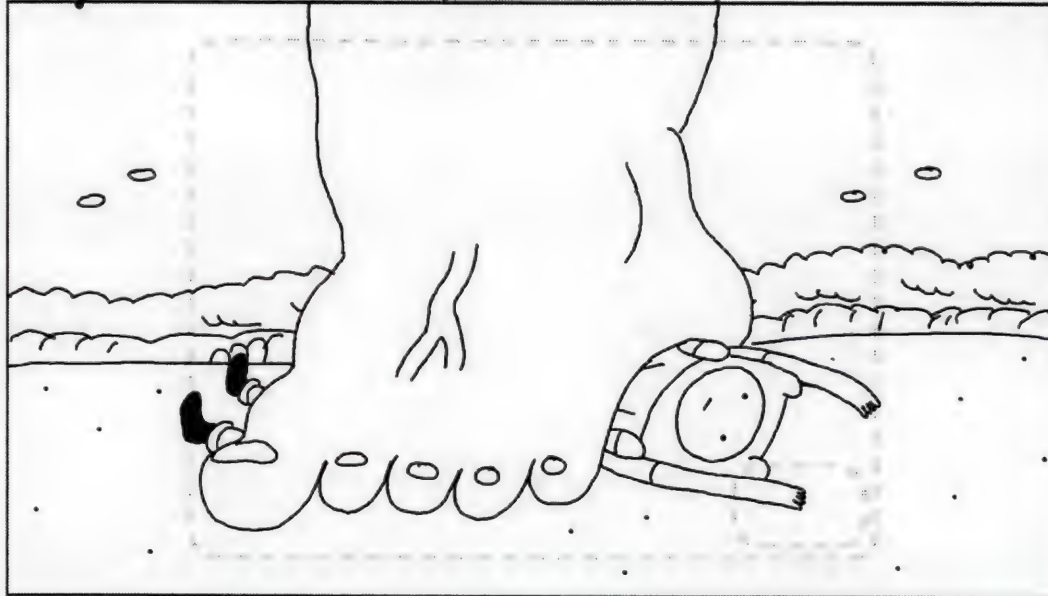
Page **214**

Sc. **117**

Pnl. **A**

Bg.

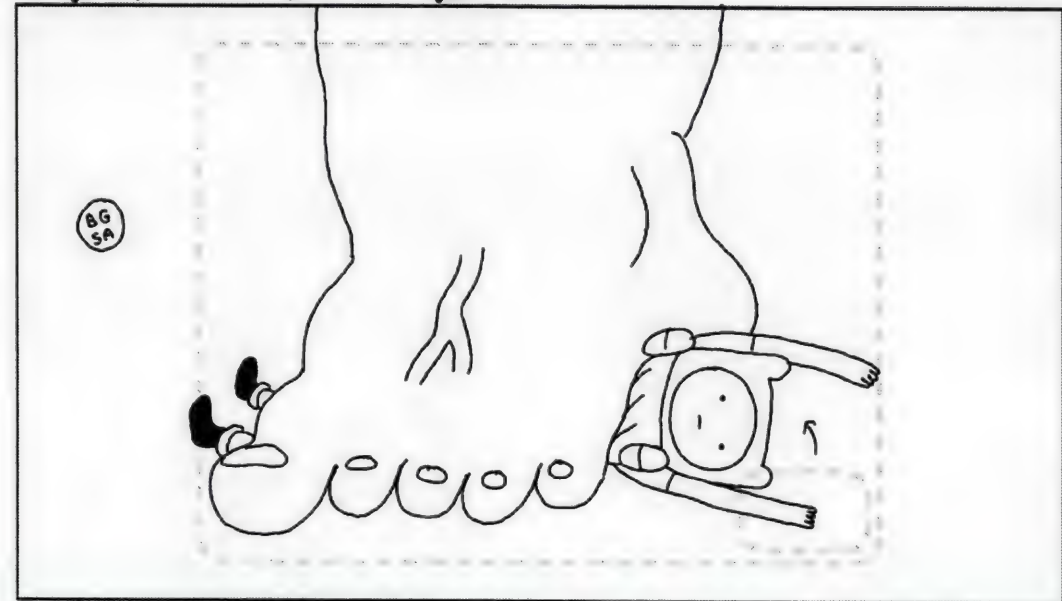
day night



Sc. **117 cont** Pnl. **B**

Bg.

day night



Dialog:

Action:

- F. LOOKS AT OCEAN.

DEC 17 2015

Timing:

1034-244

EPISODE #

1034/244

Production :

1034/244

# ADVENTURE TIME



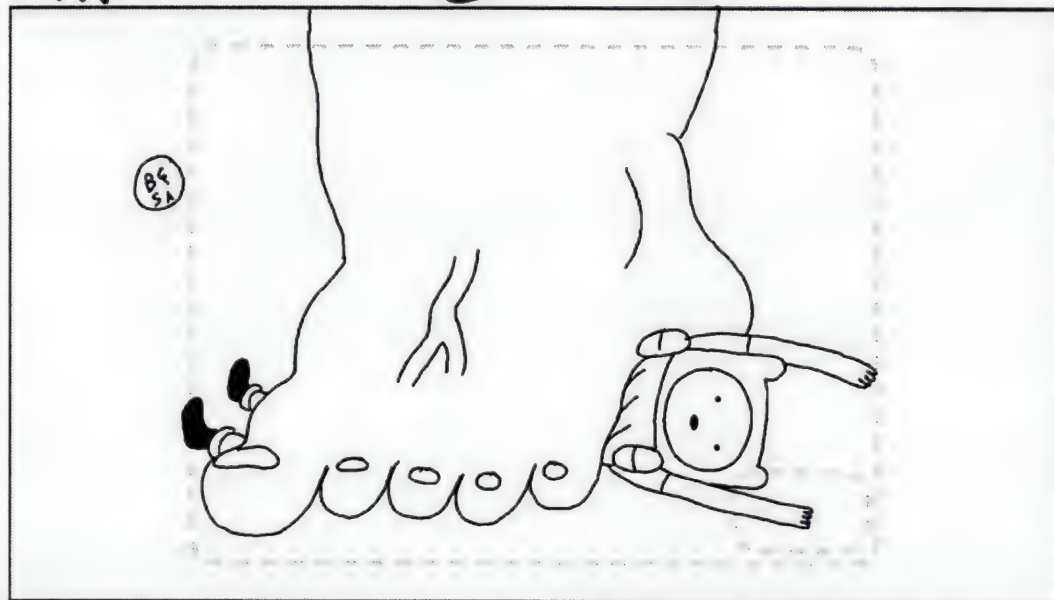
Page **215**

Sc. **117 CONT**

Pnl. **C**

Bg.

day night

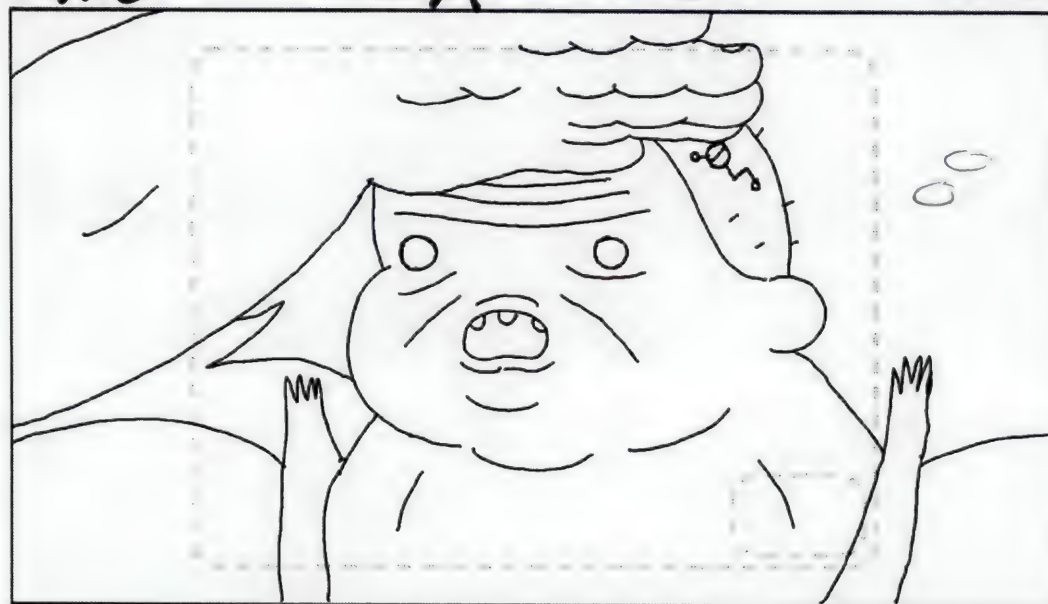


Sc. **118**

Pnl. **A**

Bg.

day night



Dialog:

(OUT OF BREATH?)

**F** SUSAN, WHAT ARE  
YOU LOOKING FOR?

**S** MONITORING.

Action:

DEC 17 2015

Timing:

1034-244

EPISODE #

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Production :

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# ADVENTURE TIME



Page **216**

Sc. **118 cont** Pnl. **B**

Bg.

day night

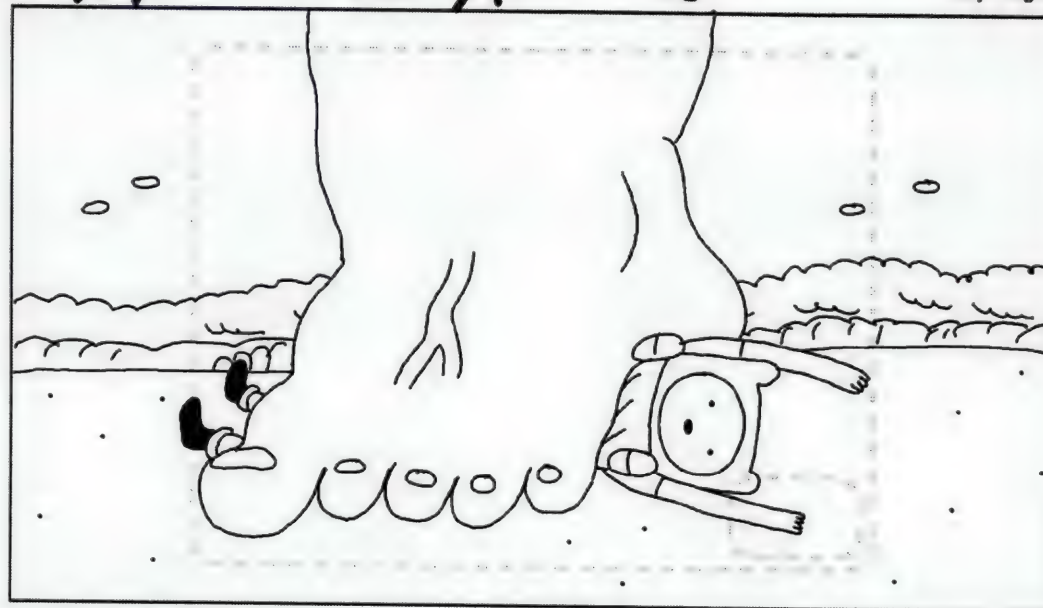


Sc. **119**

Pnl. **A**

Bg.

day night



Dialog:

Ⓢ ( BREATHING )

Action:

DEC 17 2015

Timing:

EPISODE #

1034-244

1034/244

Production :

1034/244

1034/244



Pa

217

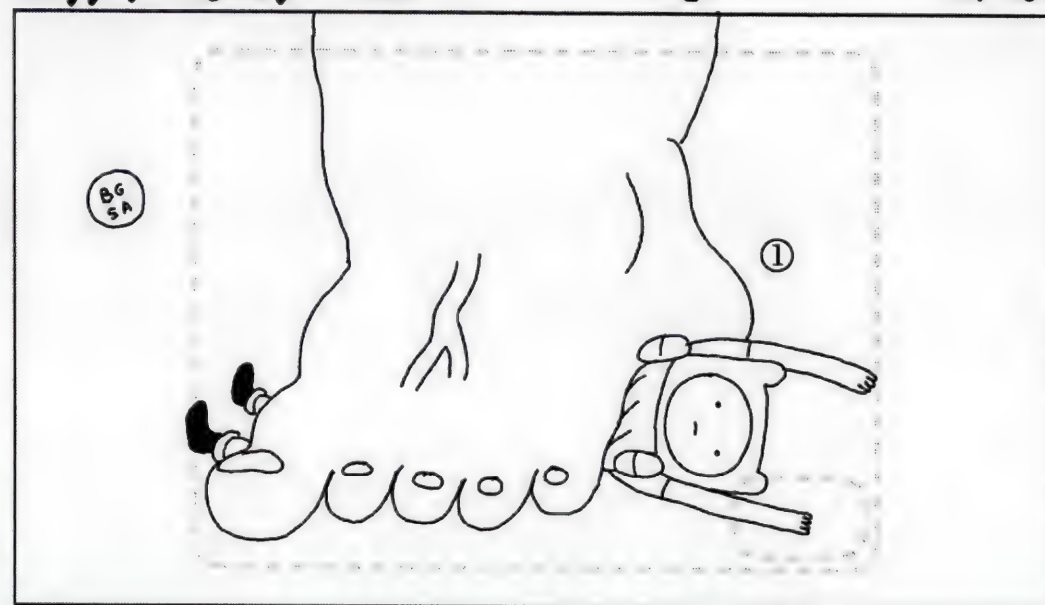
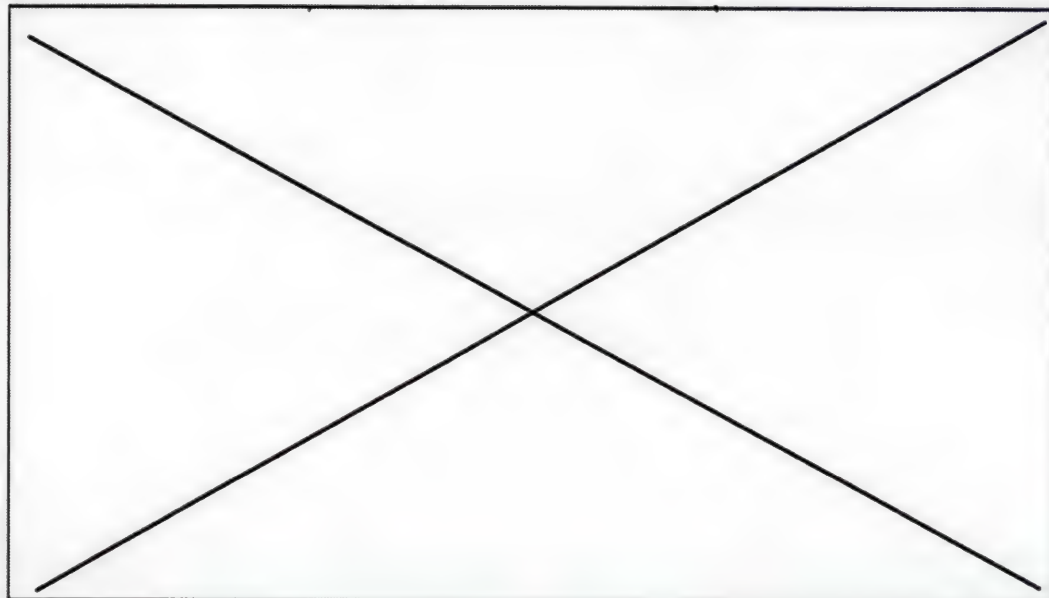
day night

So

Sc. 119 cont

**Bg.**

day night

**Timing:**

DEC 17 2015

**EPISODE #**

1034-244

1034/244

**Production :**

1034/244



ADVENTURE TIME

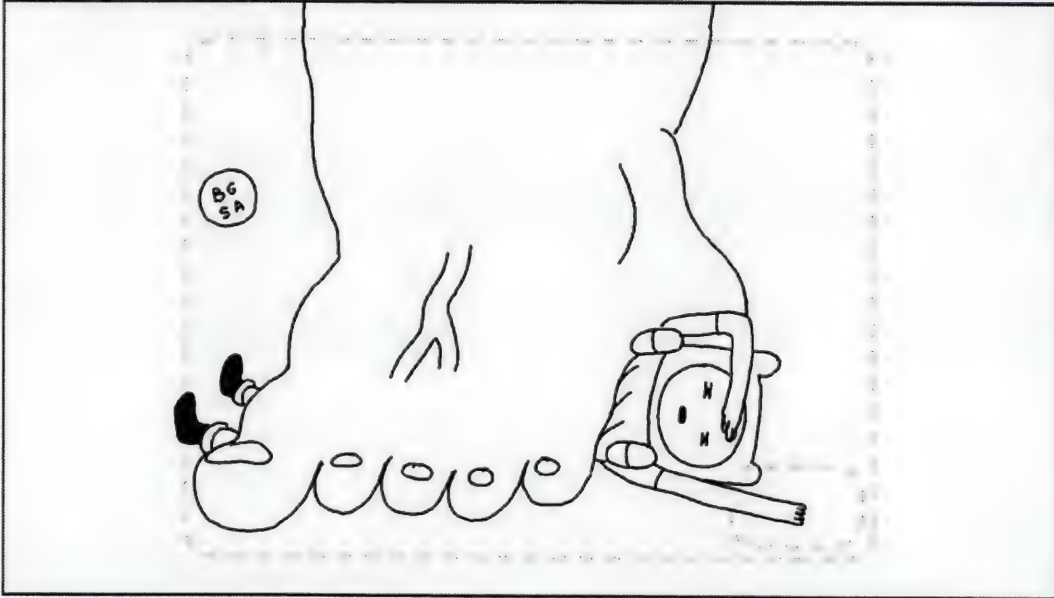


Sc. **119 cont**

Pnl. **C**

Bg.

day night

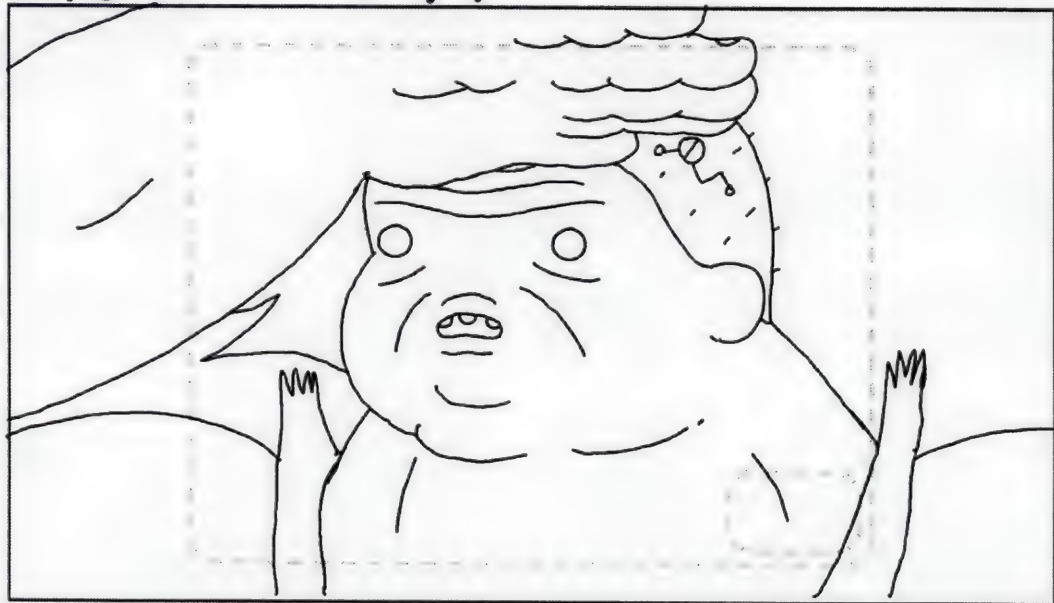


Sc. **120**

Pnl. **A**

Bg.

day night



Dialog:

ⓕ

I CAN'T SEE ANYTHING.

Ⓢ

MONITORING signals from..

Action:

DEC 17 2015

Timing:

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EPISODE #

1034/244

Production :

1034/244

# ADVENTURE TIME

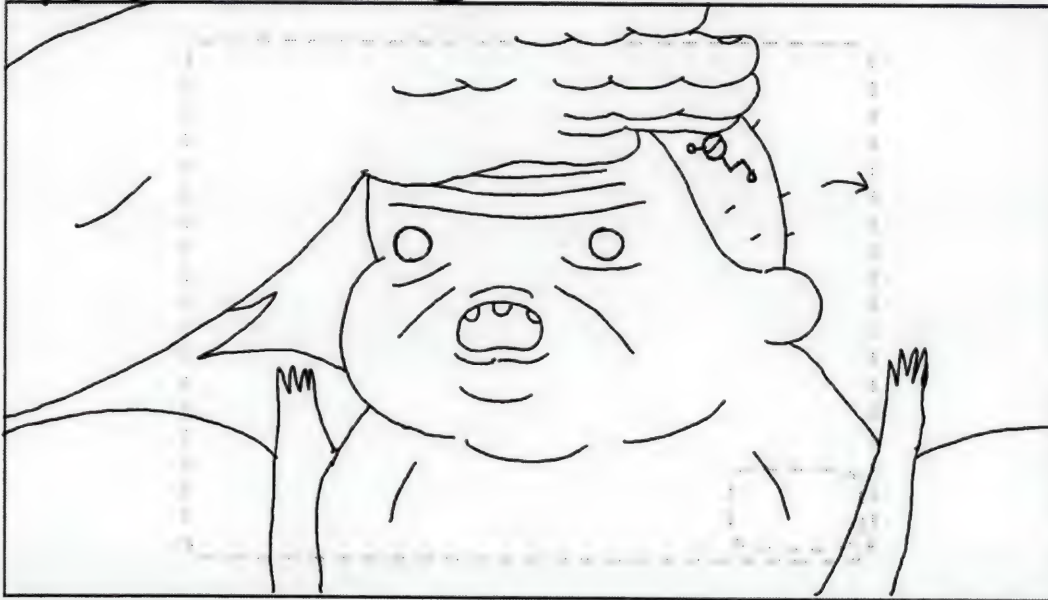


Page **219**

Sc. **180 cont** Pnl. **B**

Bg.

day night

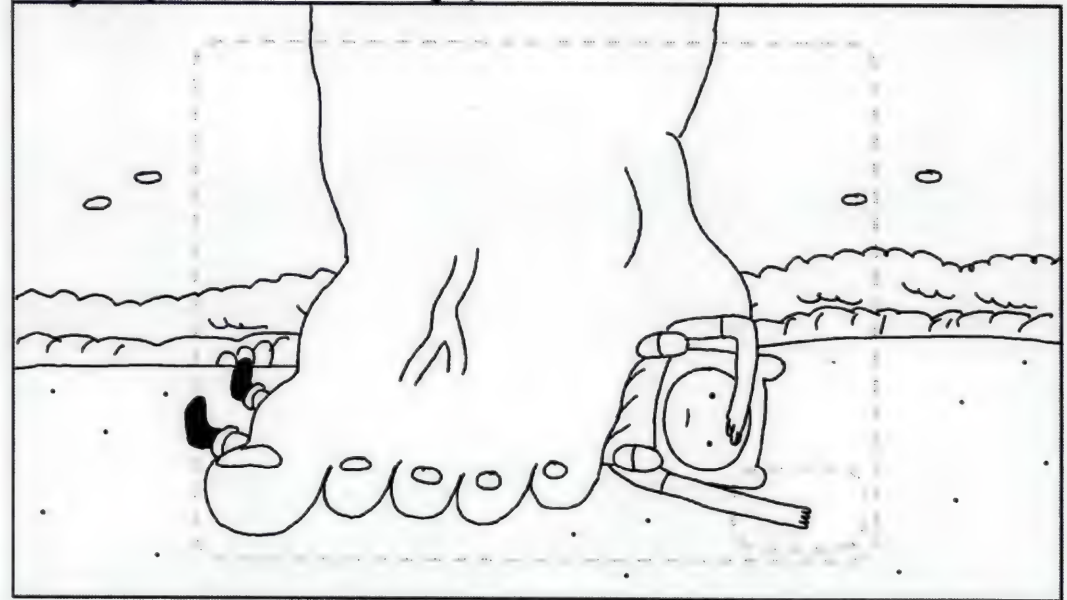


Sc. **181**

Pnl. **A**

Bg.

day night



Dialog:

⑤ ... OUR HOME.

Action:

Timing:

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Production :

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# ADVENTURE TIME



Page **280**

Sc. **12/CONT** Pnl. **B**

Bg.

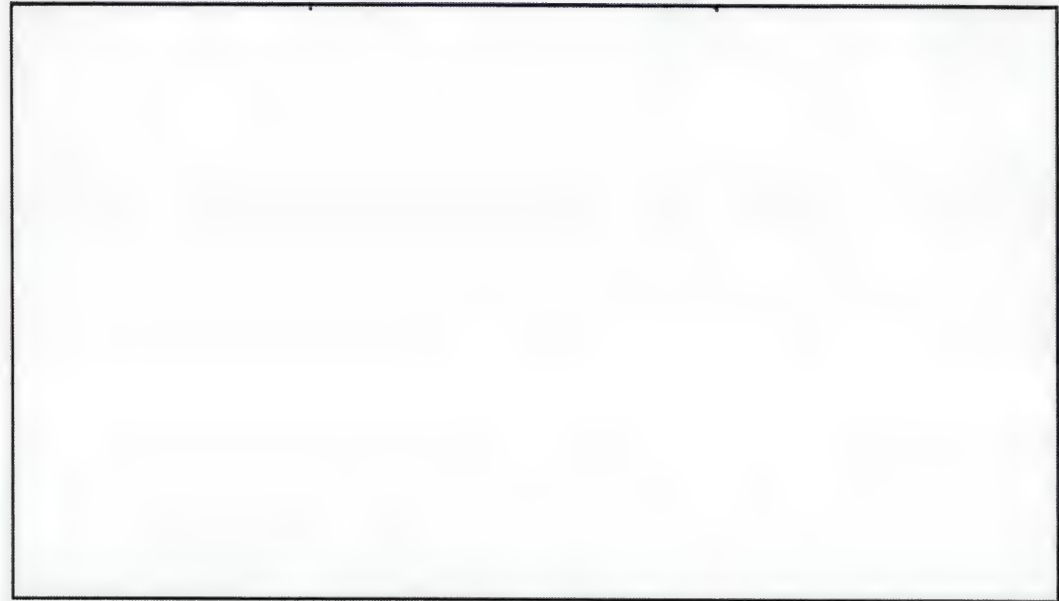
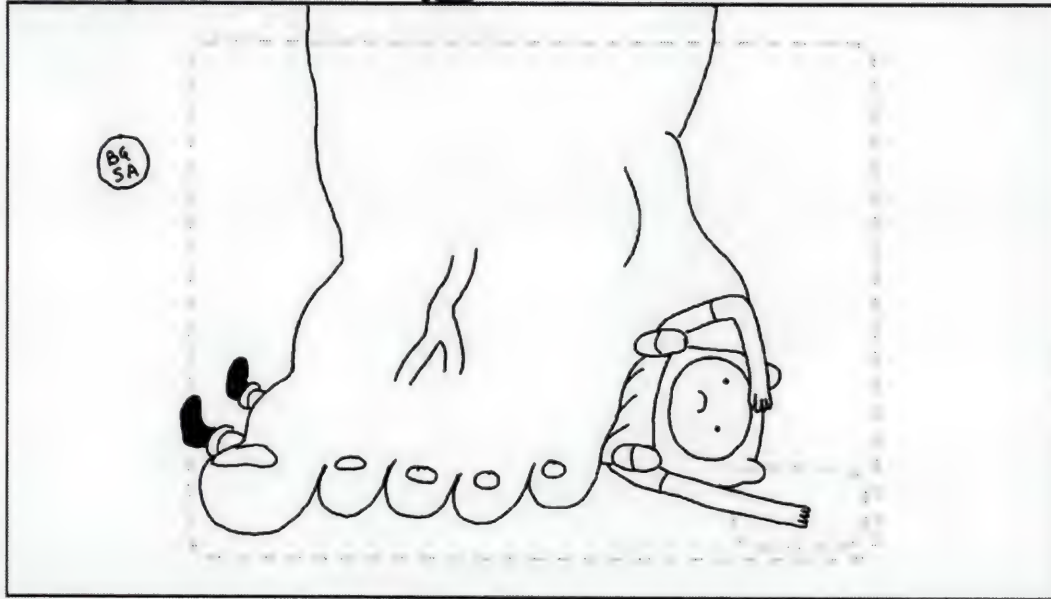
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(SFX) / :: STOMPS ::

Action:

Timing:

DEC 17 2015

1034-244

EPISODE #

1034/244

Production :

1034/244

# ADVENTURE TIME

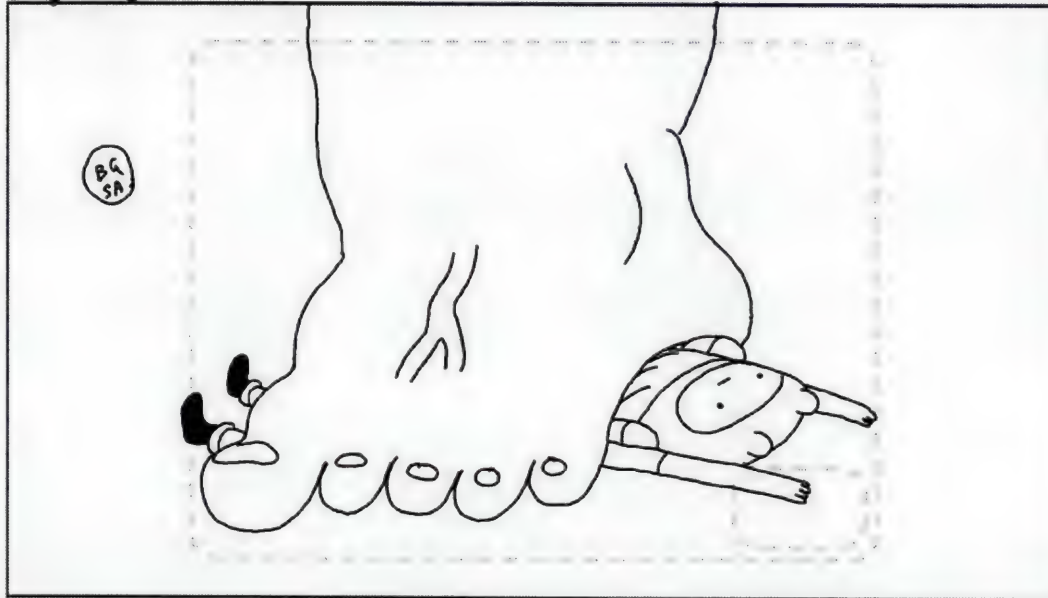


Page **281**

Sc. **181 CONT** Pnl. C

Bg.

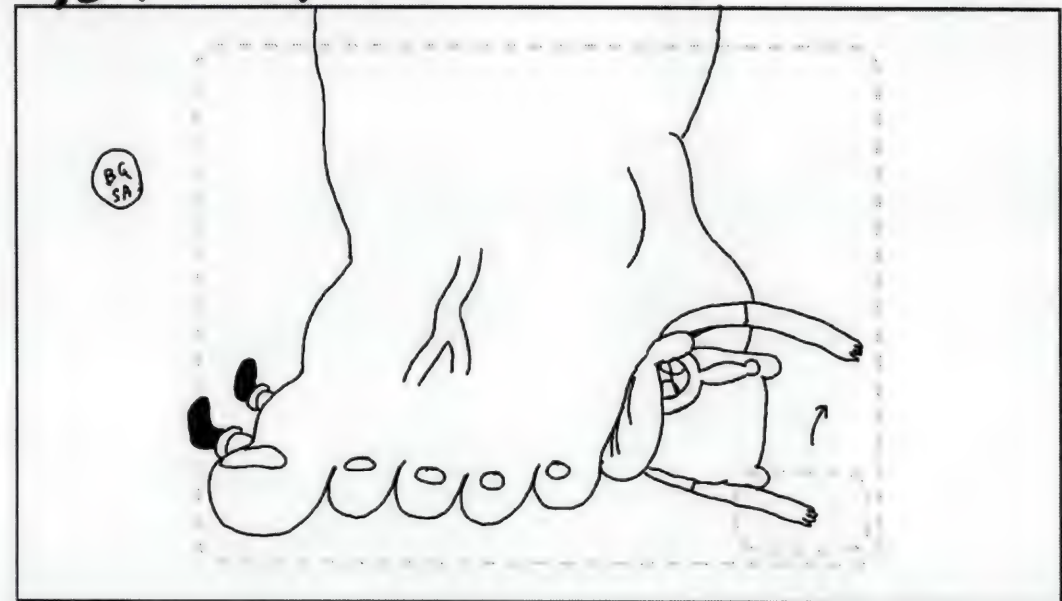
day night



Sc. **181 CONT** Pnl. D

Bg.

day night



Dialog:

Action:

Turns to look where  
noise came from.

DEC 17 2015

Timing:

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Production :

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# ADVENTURE TIME

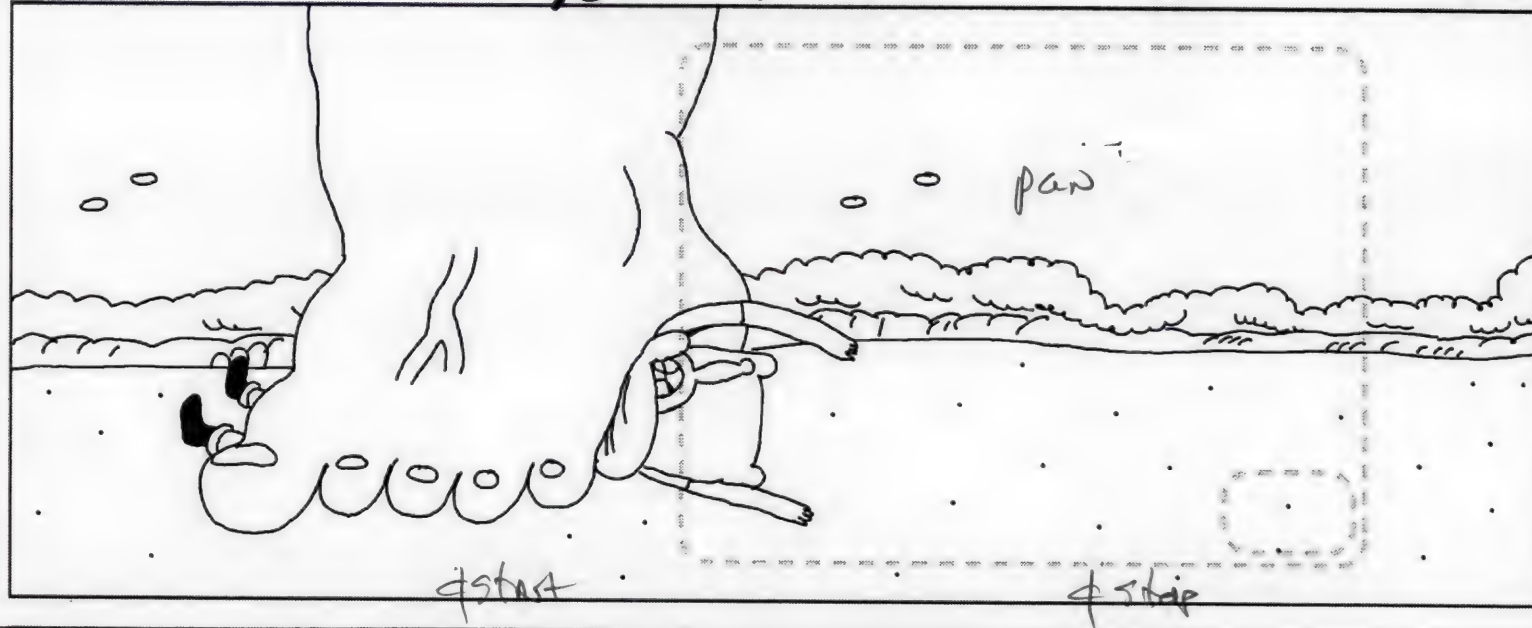


Sc. *12/cont* Pnl. E

Bg.

day night

Page *222*



|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

DEC 17 2015

Production :

EPISODE #

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1034/244

1034/244

# ADVENTURE TIME



Page **223**

Sc. **12/cont**

Pnl. **F**

Bg.

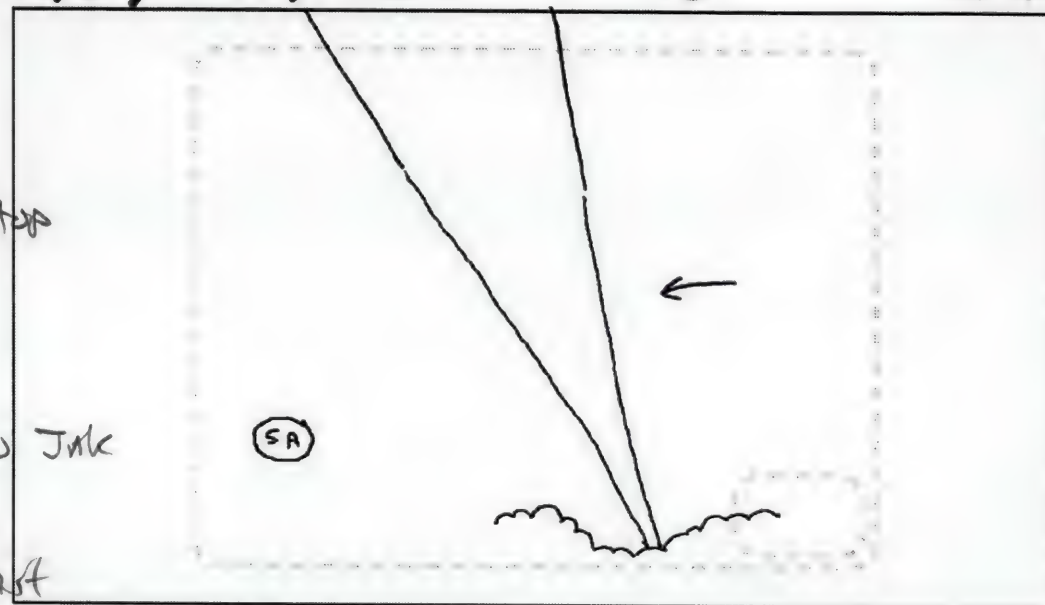
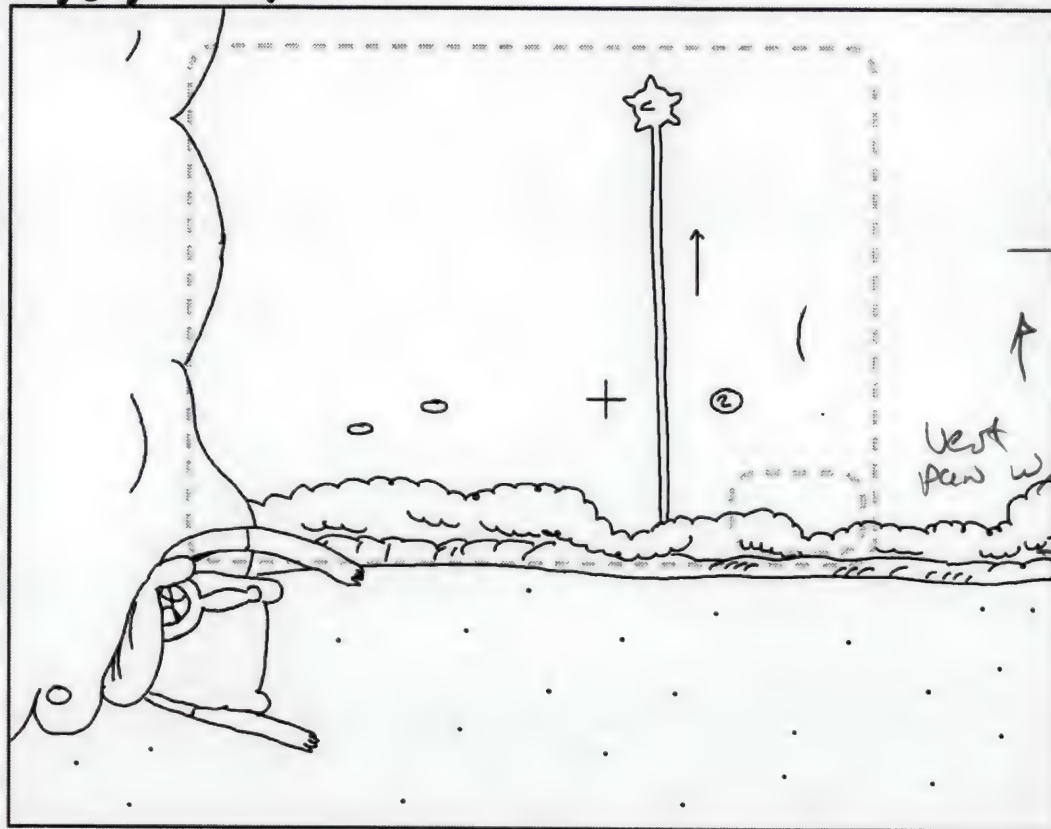
day night

Sc. **12/cont**

Pnl. **G**

Bg.

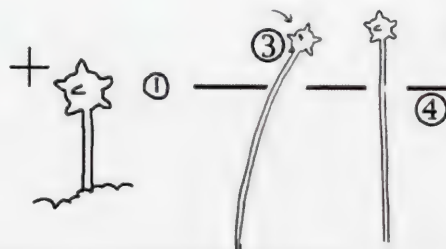
day night



SFX : \* WHOOSH, ! \*

Action:

Timing:



-JAKE MACE STRETCHES  
UP FROM BEHIND TREE-LINE.

-JAKE MACE  
SWINGS FORWARD

DEC 17 2015

Production :

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# ADVENTURE TIME



Page **224**

Sc. **182**

Pnl. **A**

Bg.

day night



Sc. **182 cont**

Pnl. **B**

Bg.

day night



Dialog:

**SQUASH!**

Action:

DEC 17 2015

Timing:

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EPISODE #

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Production :

1034/244

# ADVENTURE TIME



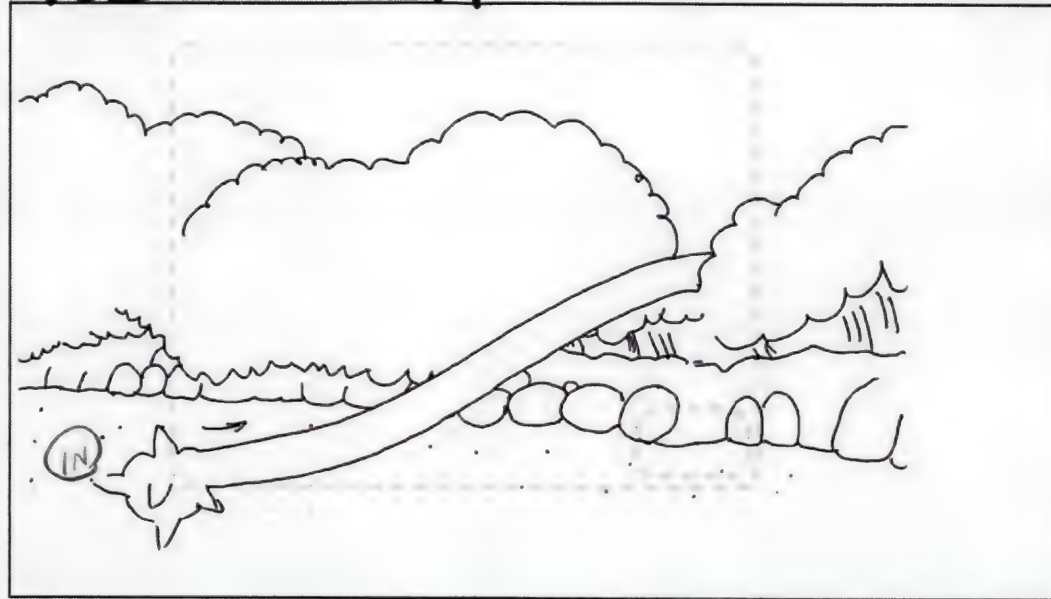
Page **225**

Sc. **123**

Pnl. **A**

Bg.

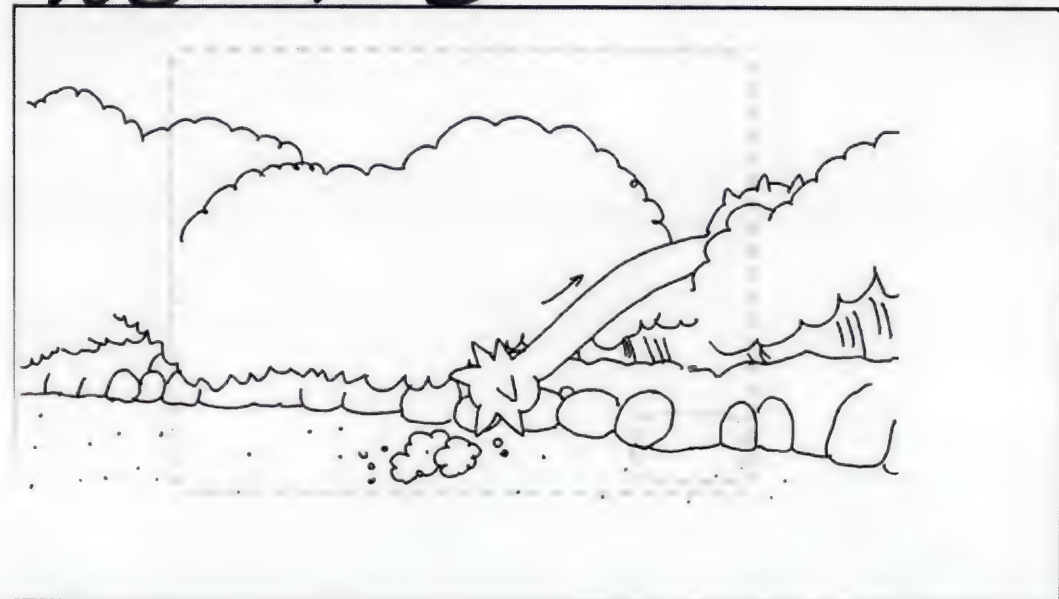
day night



Sc. **123 cont** Pnl. **B**

Bg.

day night



Dialog:

Action:

-J. RETRACTS ARM.

Timing:

DEC 17 2015

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Production :

1034/244



# ADVENTURE TIME

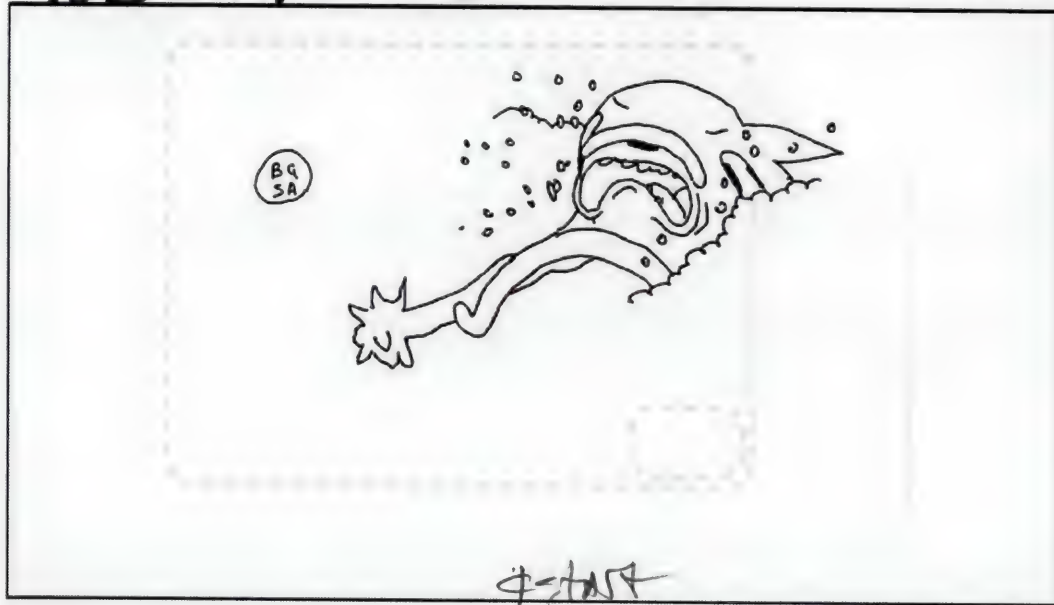


Sc. *183 cont* Pnl. *C*

Bg.

day night

Page *226*  
*226A* NEXT  
day night



Dialog:

*Q R A A A !*

Action:

Timing:

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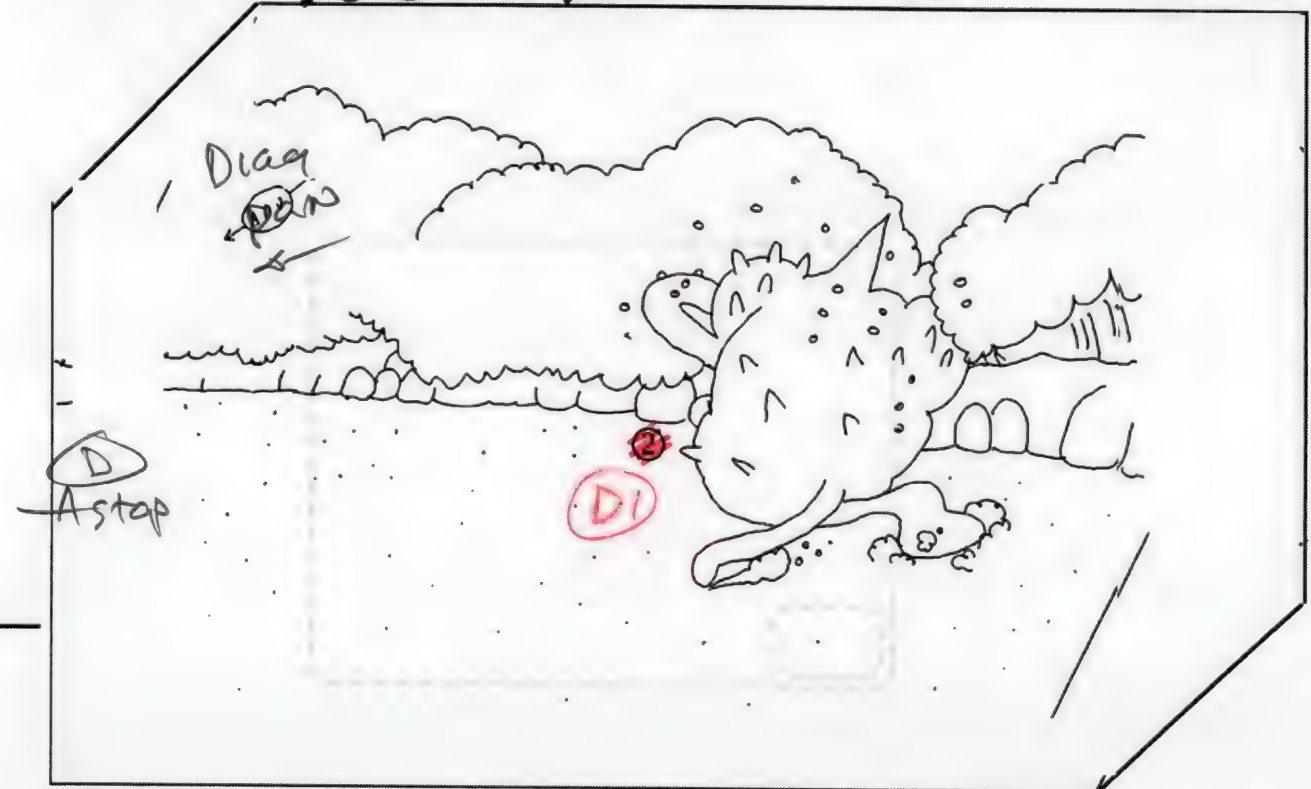


Sc. 183 cont Pnl. D

Page 206A  
227 NEXT  
day night

**Bg.**

**Bg.**



1034-244

## #3DOSIDE

1034/244

**Timing:**

- J. CHARGES OUT OF WOODS

DEC 17 2015

**Production :**

1034/244

1034/244

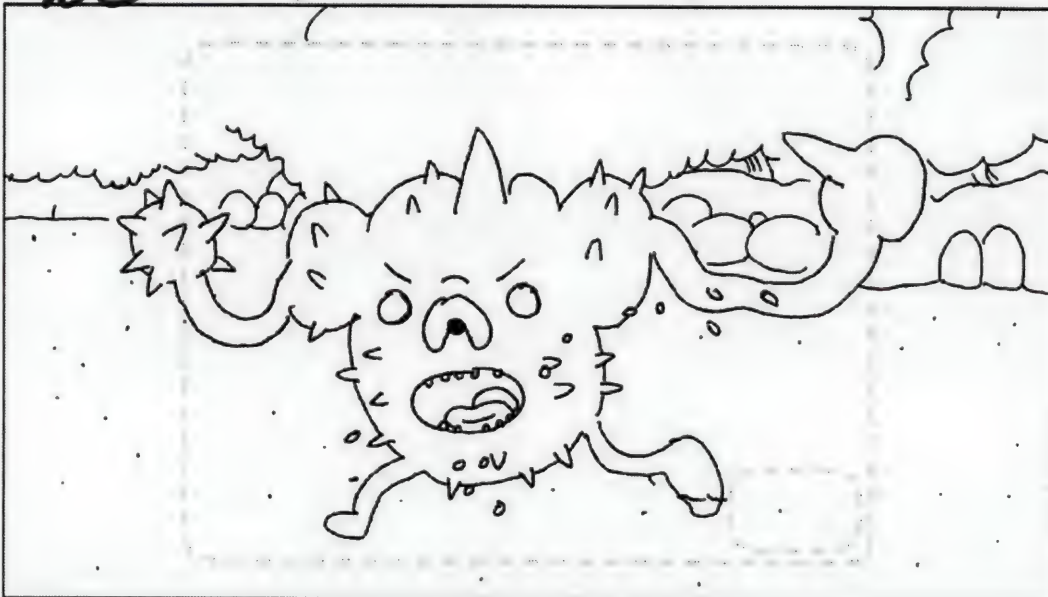


# ADVENTURE TIME

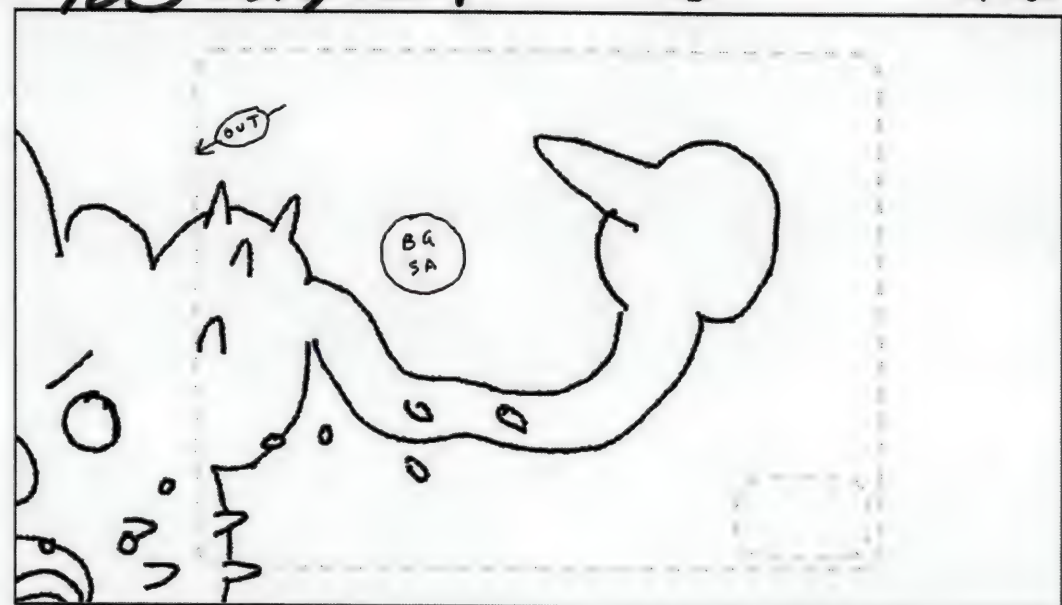


Page **227**

Sc. **123 CONT** Pnl. **E** Bg. day night



Sc. **123 CONT** Pnl. **F** Bg. day night



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EPISODE #

1034/244

Production :

|         |                                                 |                           |
|---------|-------------------------------------------------|---------------------------|
| Dialog: | <p>Q WAUGH O GLEAT OFFA MULA H BROFTHARK...</p> |                           |
| Action: | <p>(GET OFFA MY BROTHER!)</p>                   | <p>-J, CHARGES OFF/S.</p> |
| Timing: | <p>DEC 17 2015</p>                              |                           |

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# ADVENTURE TIME



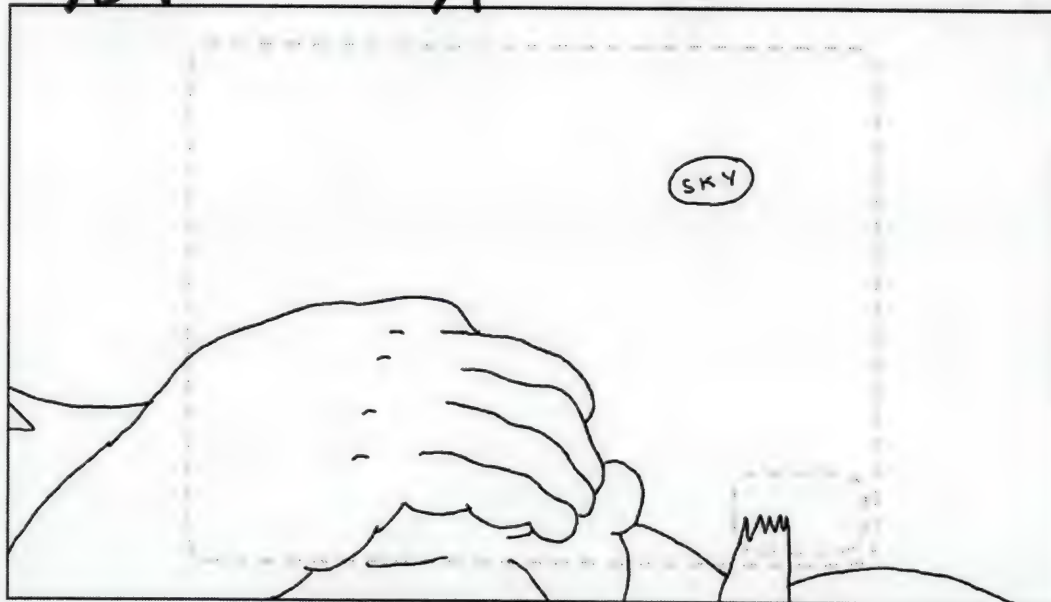
Page **238**

Sc. **184**

Pnl. **A**

Bg.

day night



Sc. **184 cont** Pnl. **B**

Bg.

day night

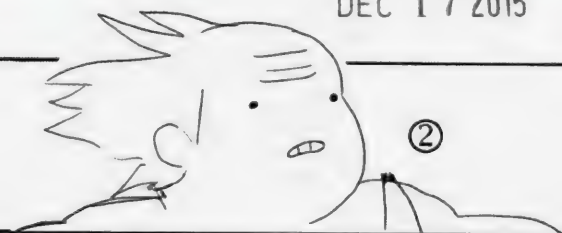


Dialog:

Action:

Timing:

DEC 17 2015



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EPISODE #

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Production :

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# ADVENTURE TIME



Page **229**

Sc. **124 cont** Pnl. **C**

Bg.

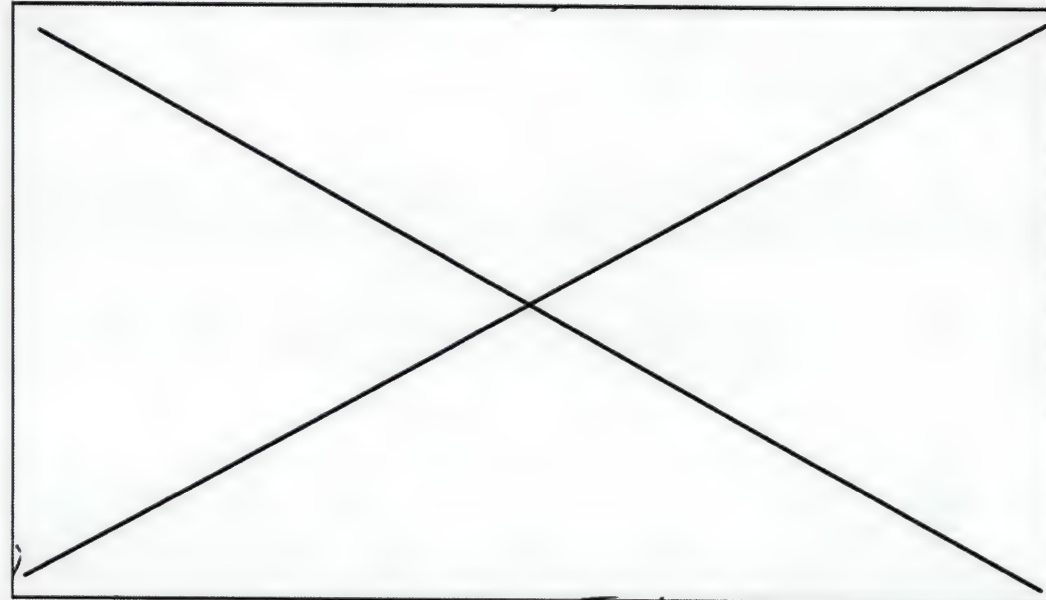
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Q RAB LAT ABB CAB *~~~~~*

Action:

-SUSAN TURNS.

DEC 17 2015

Timing:

EPISODE #

Production :

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1034/244

# ADVENTURE TIME



Page **230**

| Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|
|     |      |     |     |       |

| Sc.        | Pnl.     | Bg. | day | night |
|------------|----------|-----|-----|-------|
| <b>125</b> | <b>A</b> |     |     |       |
|            |          |     |     |       |

|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

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EPISODE #

1034/244

Production :

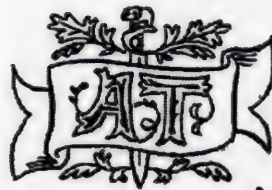
1034/244

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# ADVENTURE TIME

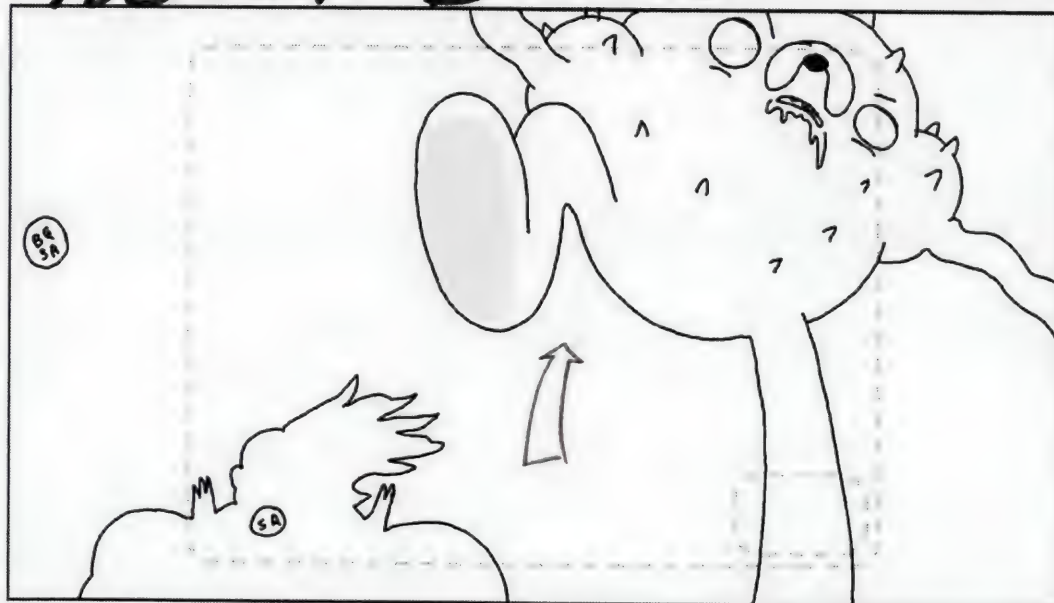


Page **231**

Sc. **185 cont** Pnl. **B**

Bg.

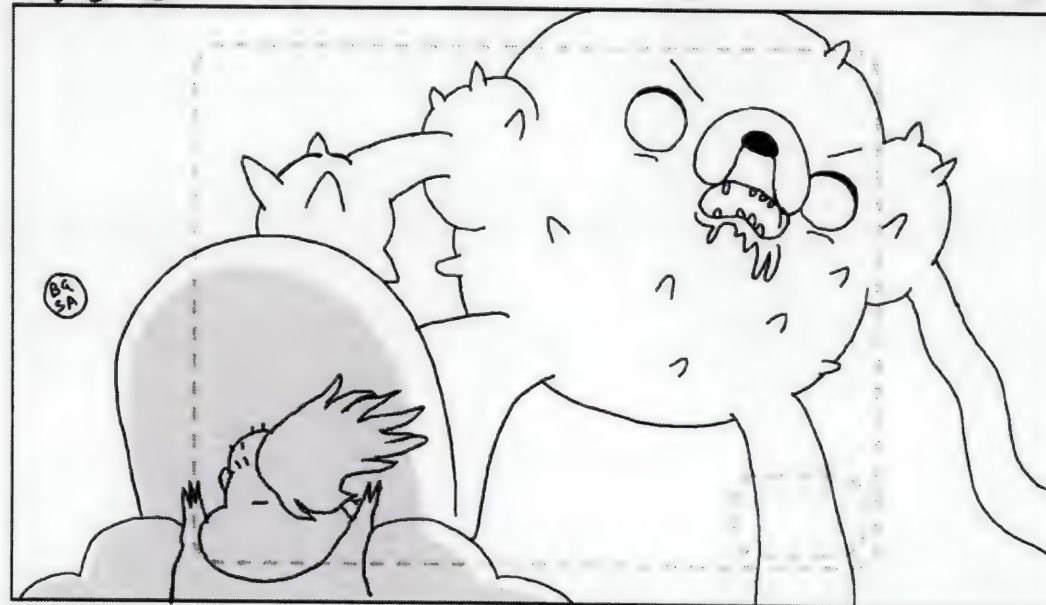
day night



Sc. **185 cont** Pnl. **C**

Bg.

day night



Dialog:

q H E E E E !

ALG A M M M

Action:

-J. LIFTS FOOT,

Timing:

DEC 17 2015

Production :

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# ADVENTURE TIME



Page **232**

Sc. **125 cont** Pnl. **D**

Bg.

day night



Sc. **126**

Pnl. **A**

Bg.

day night



Dialog:

① HUGOLA WE!

② ≡ STRAINING ≡

Action:

-J. STAMPS AT SUSAN.

DEC 17 2015

Timing:

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Production :

1034/244



# ADVENTURE TIME

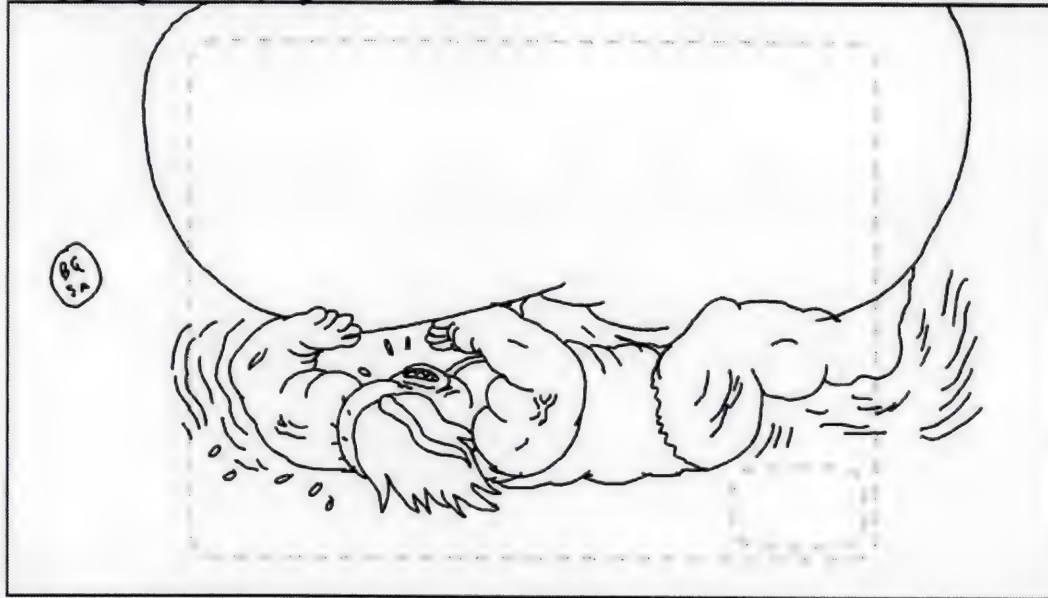


Page **233**

Sc. **186 cont** Pnl. **B**

Bg.

day night

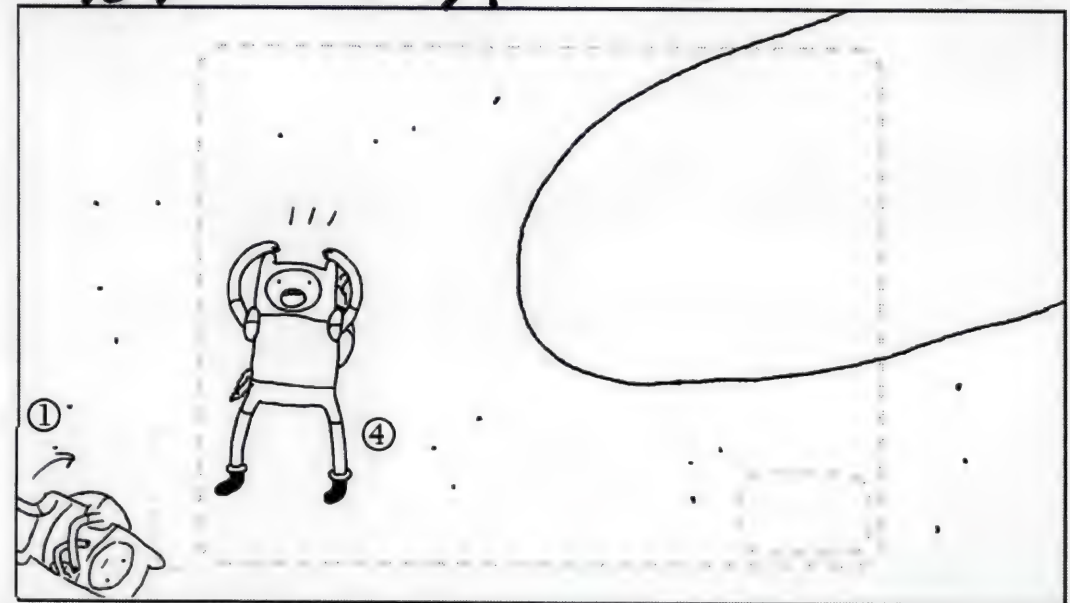


Sc. **187**

Pnl. **A**

Bg.

day night



Dialog:

Action:

Timing:

SHOULD THERE  
BE A SHOT  
BETWEEN THESE?  
- S.W



DEC 17 2015

1034-244

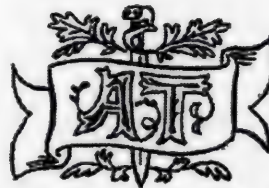
EPISODE #

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Production :

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# ADVENTURE TIME

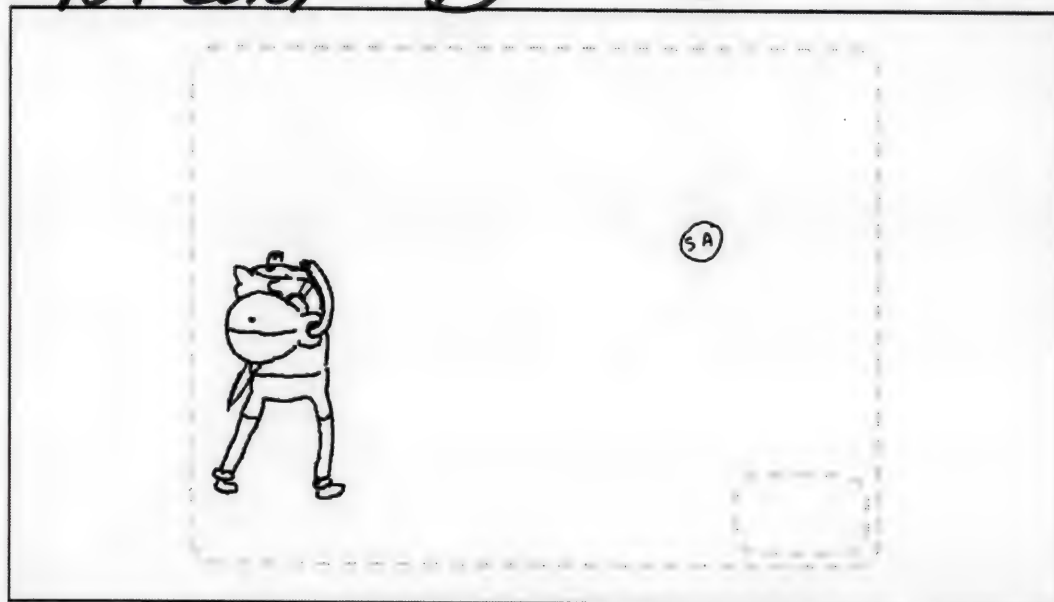


Page **234**

Sc. **107 cont** Pnl. **B**

Bg.

day night

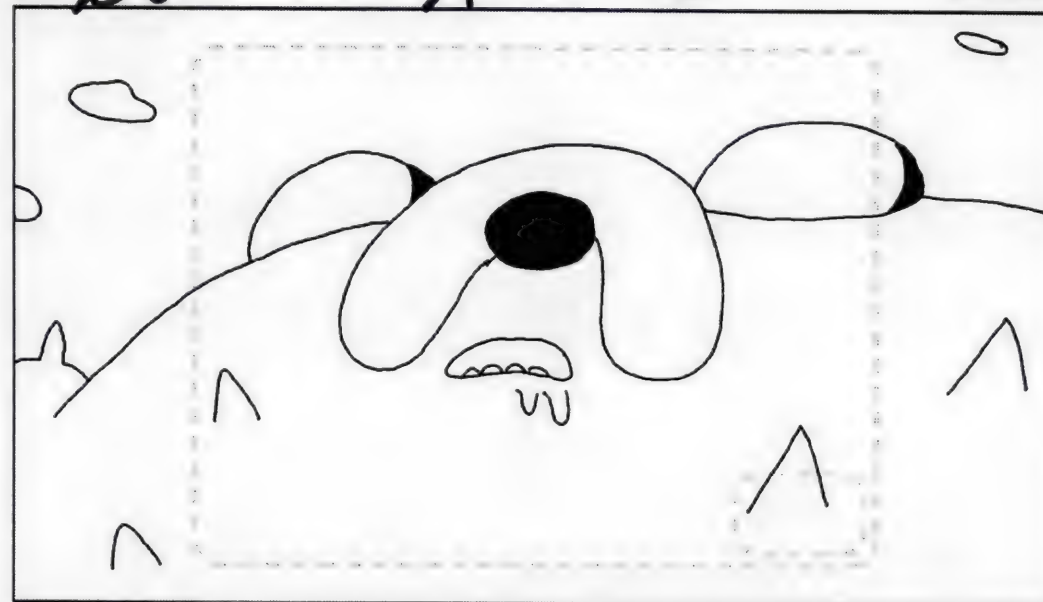


Sc. **108**

Pnl. **A**

Bg.

day night



Dialog:

ⓔ JAKE, DON'T  
SMUSH HER!!!

AAH.  
ⓔ I THINK I'M GONNA  
SMUSH HER, MAN!!!

Action:

DEC 17 2013

Timing:

EPISODE #

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Production :

1034/244



# ADVENTURE TIME



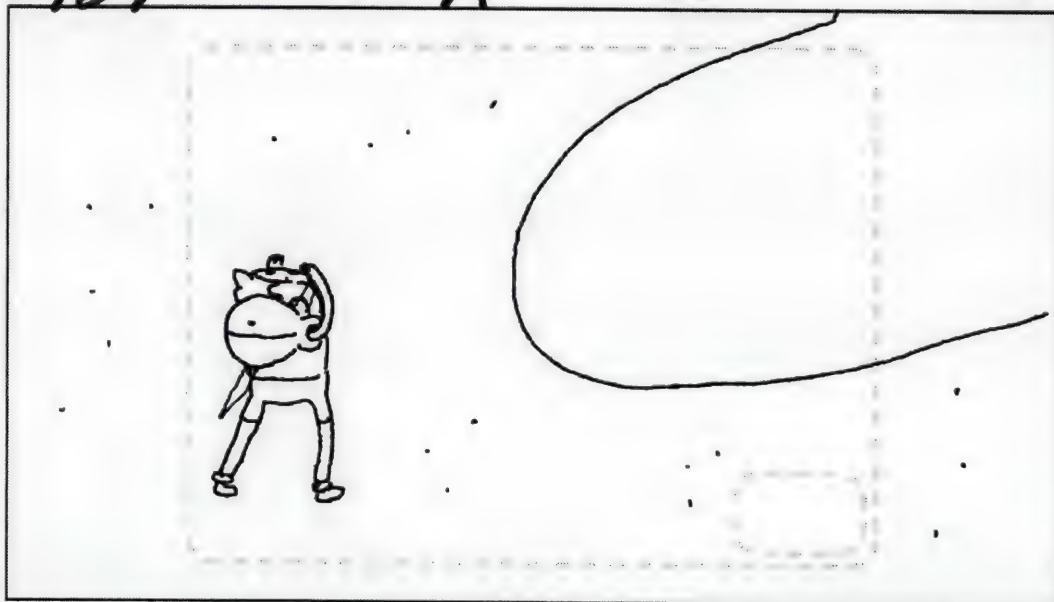
Page **235**

Sc. **129**

Pnl. **A**

Bg.

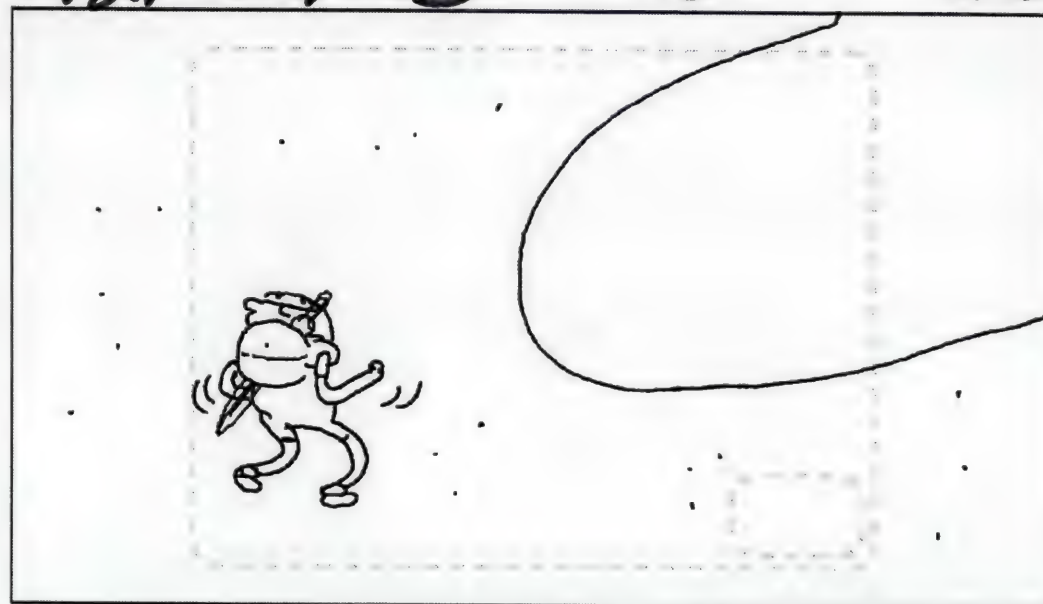
day night



Sc. **129 cont** Pnl. **B**

Bg.

day night



Dialog:

ⓔ

NO, WE NEED A FINGER,  
NOT A THUMB!

ⓕ

FINESSE, BOYEE!

Action:

DEC 17 2018

Timing:

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Production :

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# ADVENTURE TIME

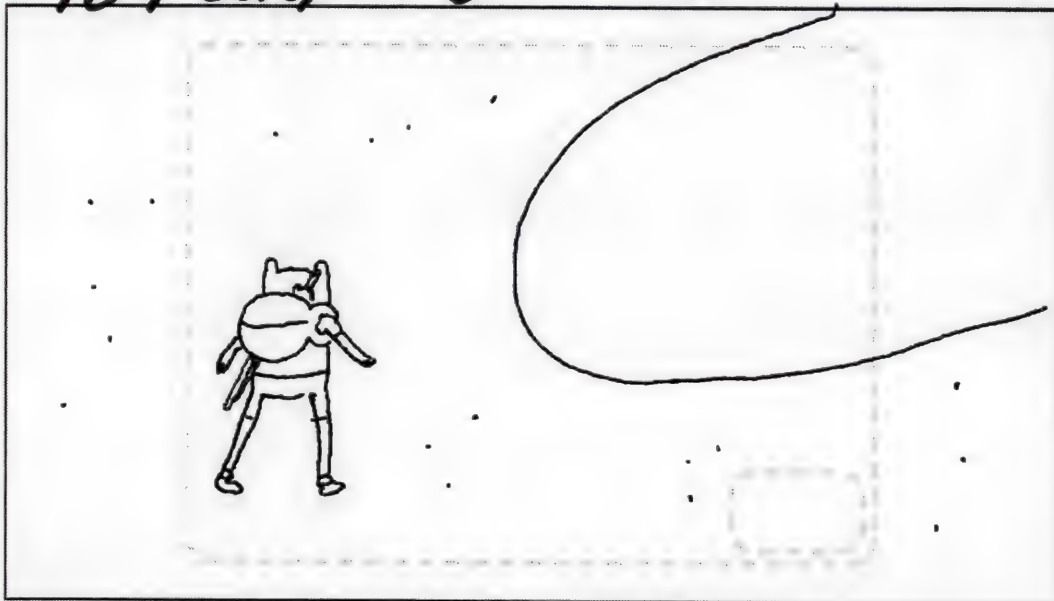


Page 236

Sc. 189 cont Pnl. C

Bg.

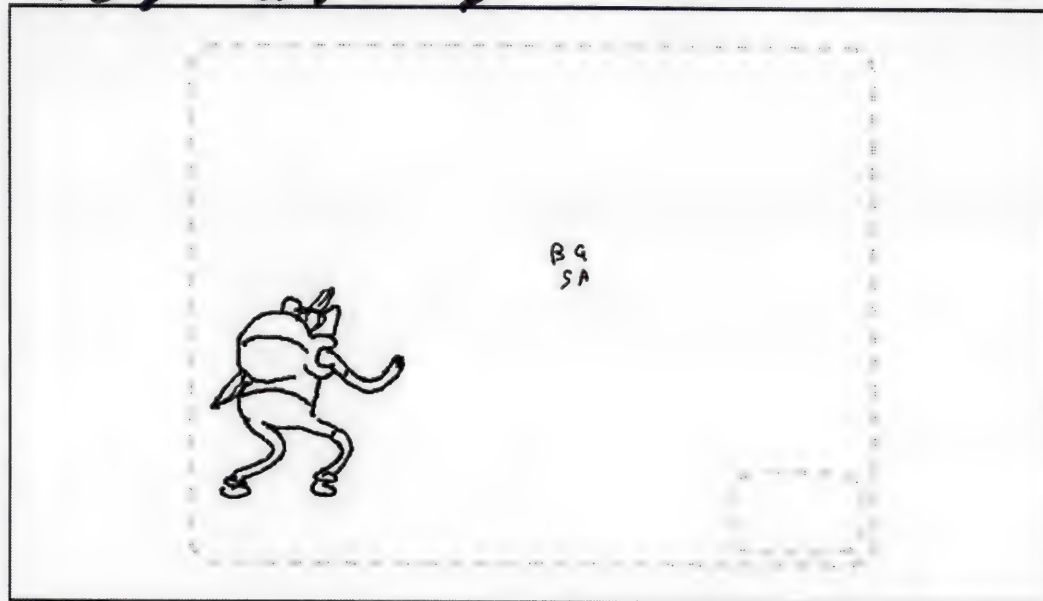
day night



Sc. 189 cont Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

DEC 17 2015

Production :

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1034/244



# ADVENTURE TIME

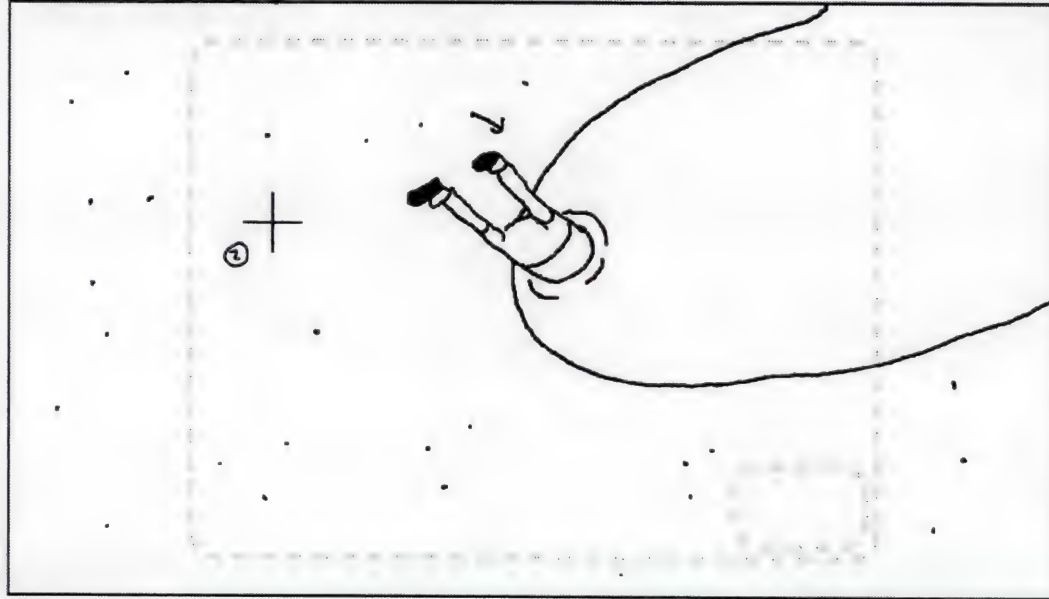


Page **237**  
day night

Sc. **129 cont** Pnl. **E**

Bg.

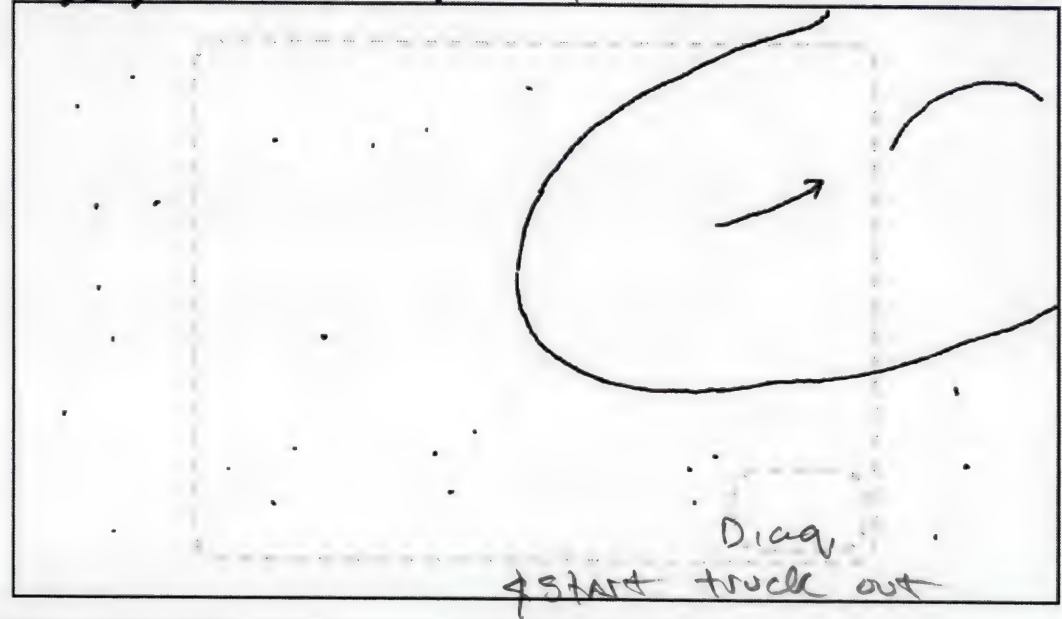
day night



Sc. **129 cont** Pnl. **F**

Bg.

day night



Dialog:

Action:



-F. DIVES INTO JAKE'S FOOT.

DEC 17 2015

Timing:

1034-244

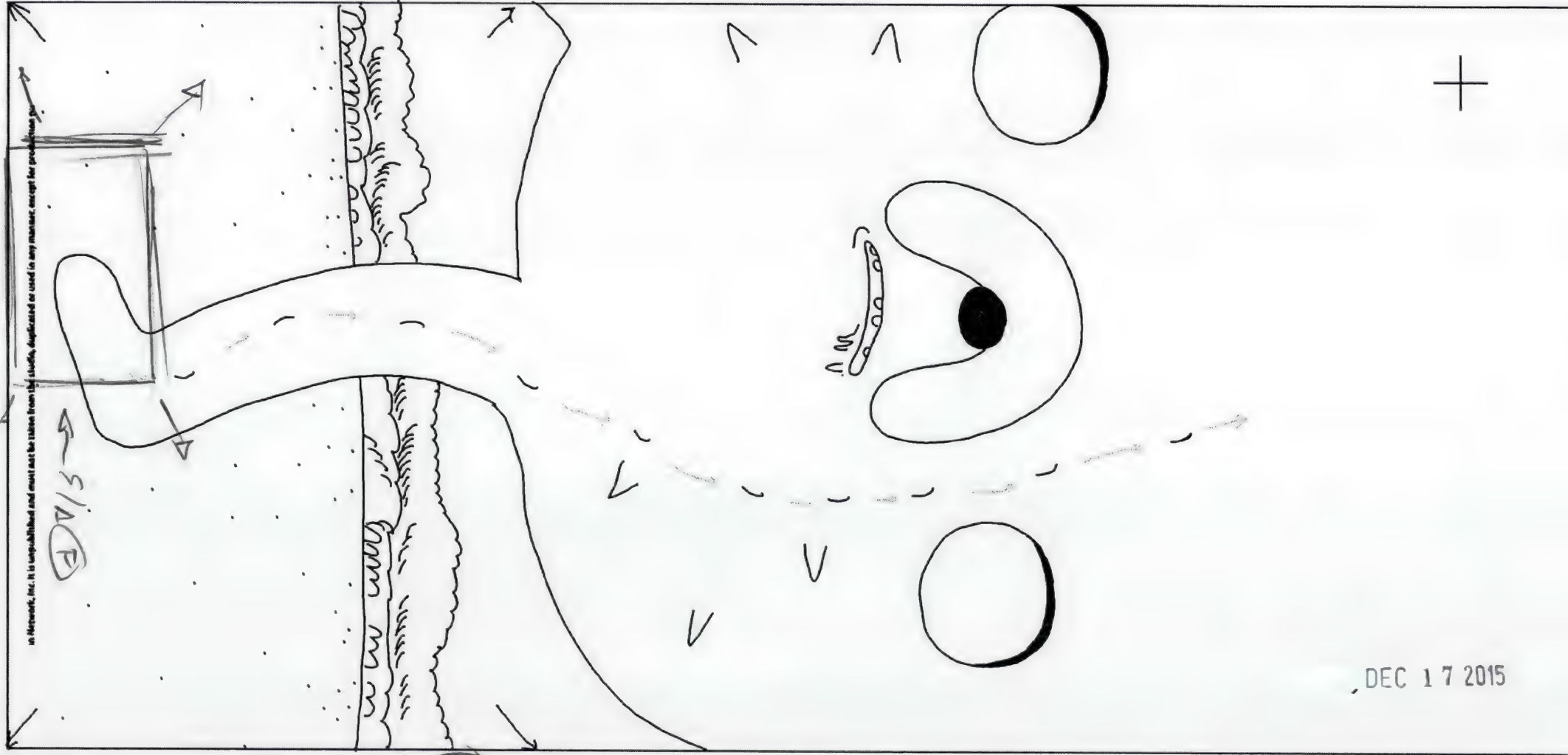
EPISODE #

1034/244

Production :

1034/244

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Diea  
truck  
out  
into  
west pan  
w/h  
fin  
Action

(F1)

vest  
pan

JAKE'S  
EYES  
FOLLOW  
FINN.

1034/244

Production :

EPISODE #

1034-244

1034/244

# ADVENTURE TIME

189 cont F



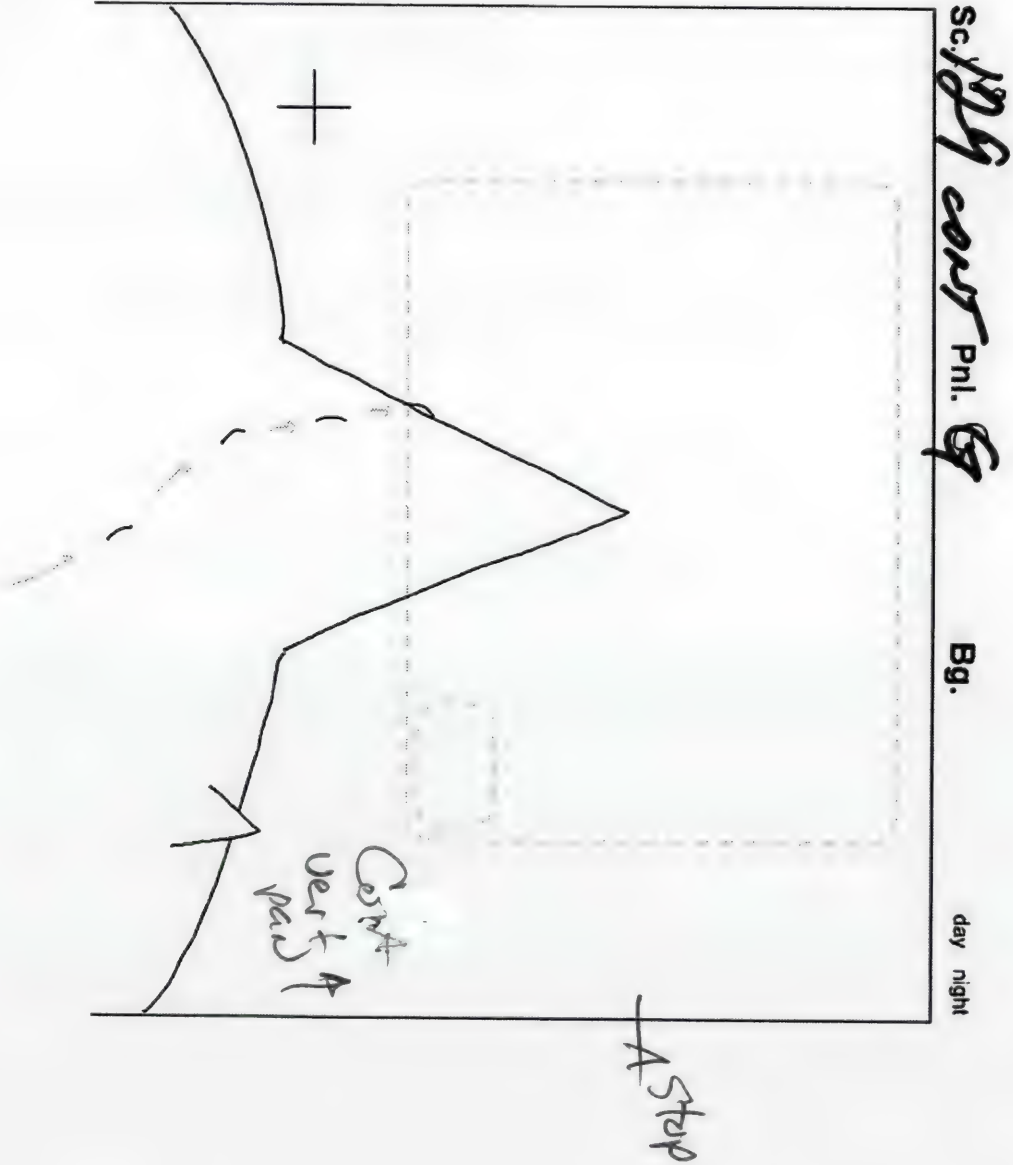
Page 238



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ADVENTURE TIME

129 cont G



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DEC 17 2015

Production :

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1034 / 244

# ADVENTURE TIME

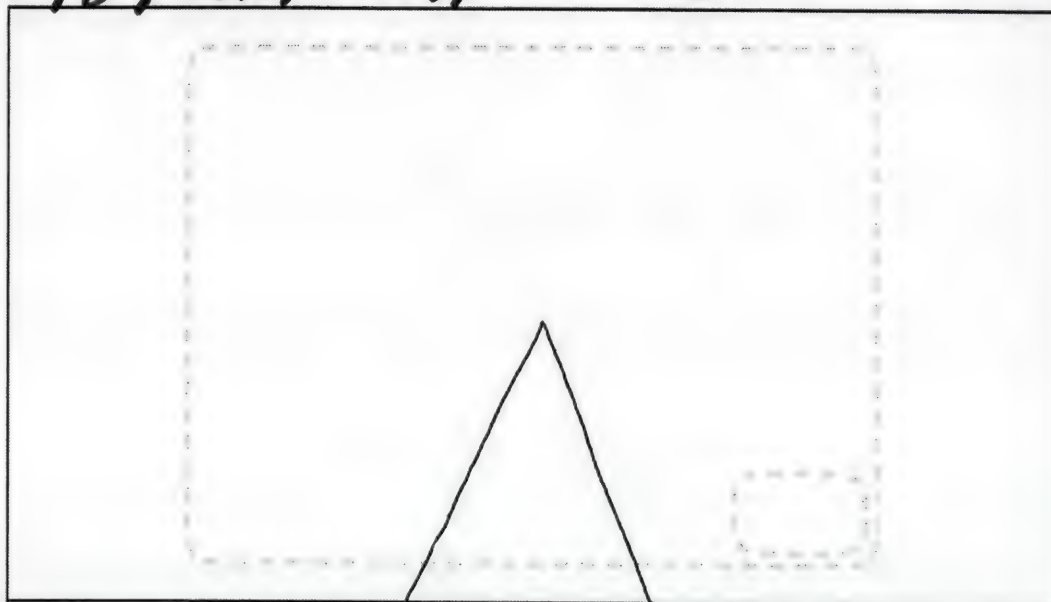


Page **240**

Sc. **129 cont** Pnl. **H**

Bg.

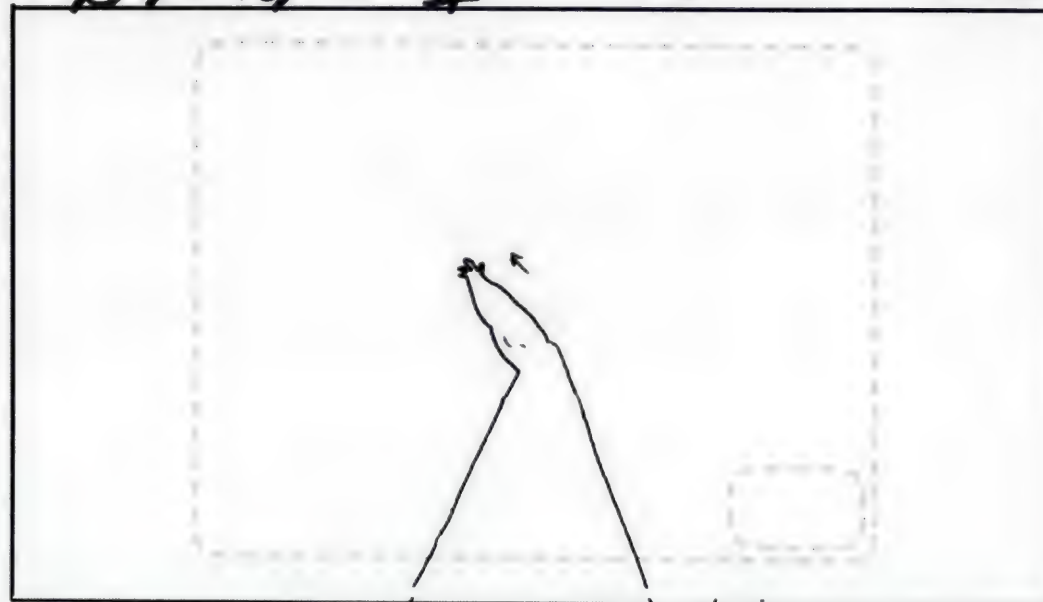
day night



Sc. **129 cont** Pnl. **I**

Bg.

day night



Dialog:

Action:

-J. CLIMBS UP HORN IN JAKESUIT.  
DEC 17 2015

Timing:

1034-244

EPISODE #

1034/244

Production :

1034/244

1034/244



# ADVENTURE TIME

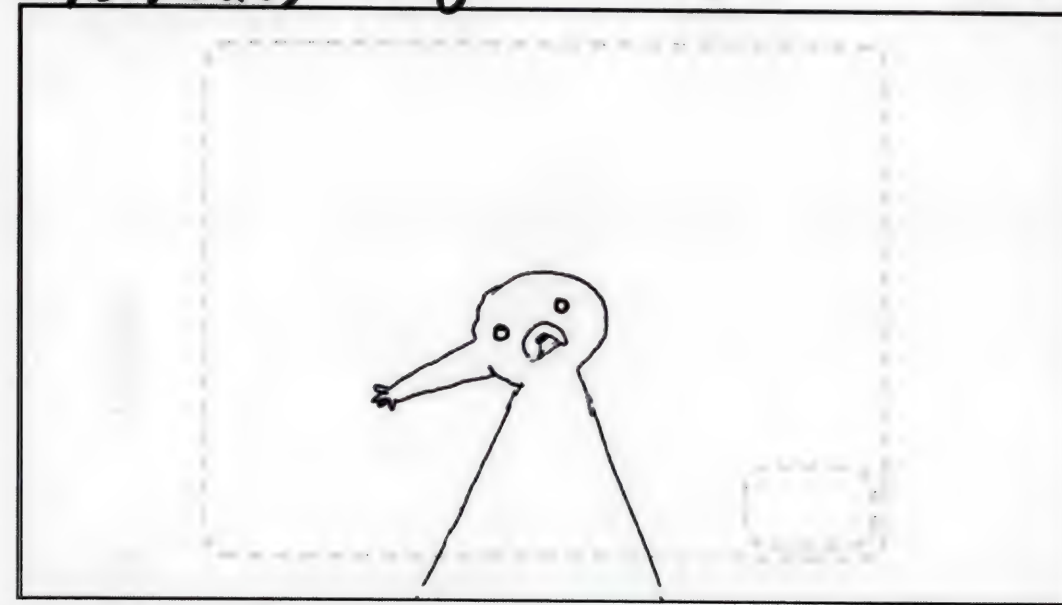


Page **241**

Sc. **129 cont** Pnl. **J**

Bg.

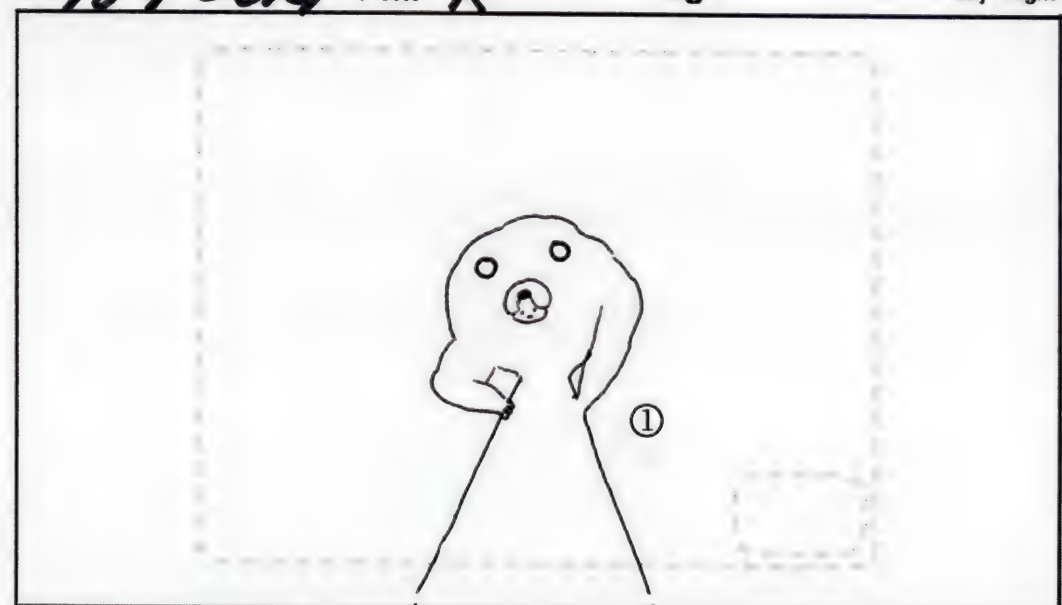
day night



Sc. **129 cont** Pnl. **K**

Bg.

day night



|         |  |
|---------|--|
| Dialog: |  |
| Action: |  |
| Timing: |  |

DEC 7 2015

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EPISODE #

1034/244

Production :

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ADVENTURE TIME

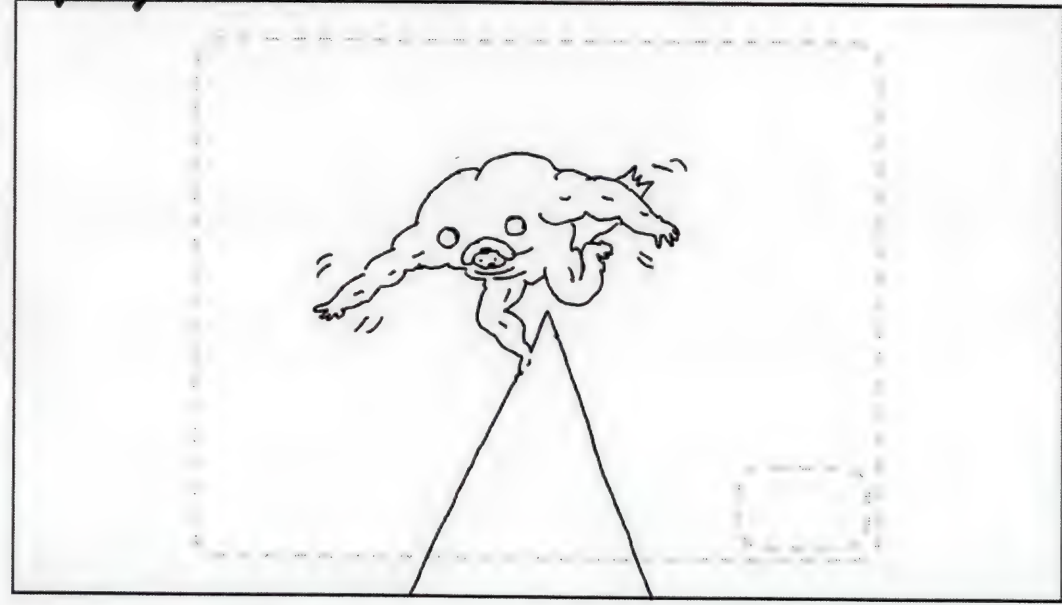


Page **242**

Sc. **129 CONT** Pnl. **L**

Bg.

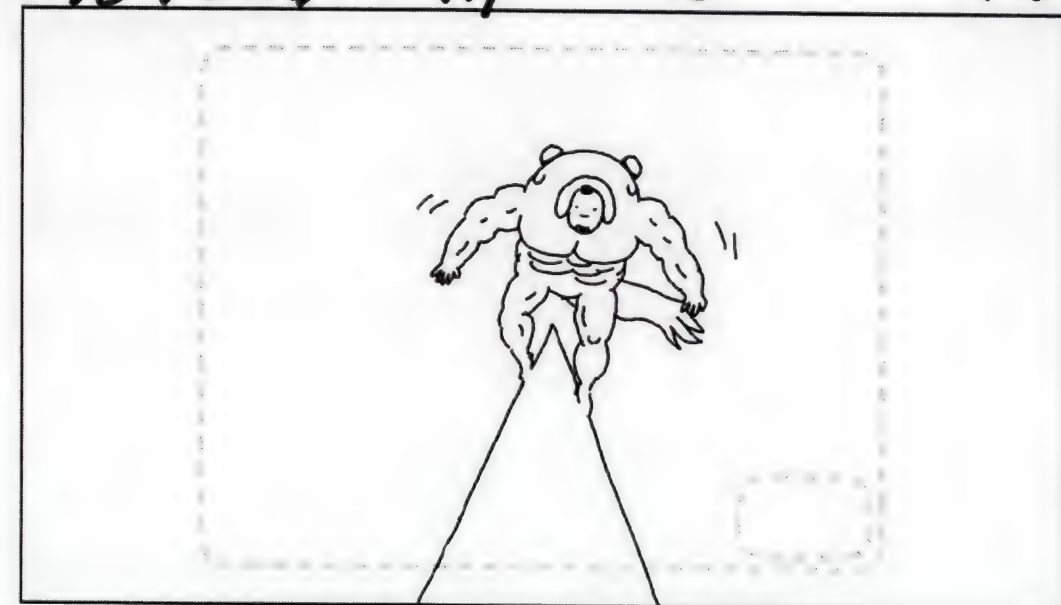
day night



Sc. **129 CONT** Pnl. **M**

Bg.

day night



Dialog:

Action:

-FINN. WOBLES , CATCHES  
BALANCE .

DEC 17 2015

Timing:

1034-244

EPISODE #

1034/244

Production :

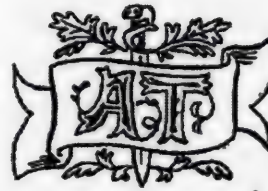
1034/244

1034/244

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# ADVENTURE TIME



Page **243**

Sc. **129 cont** Pnl. **N**

Bg.

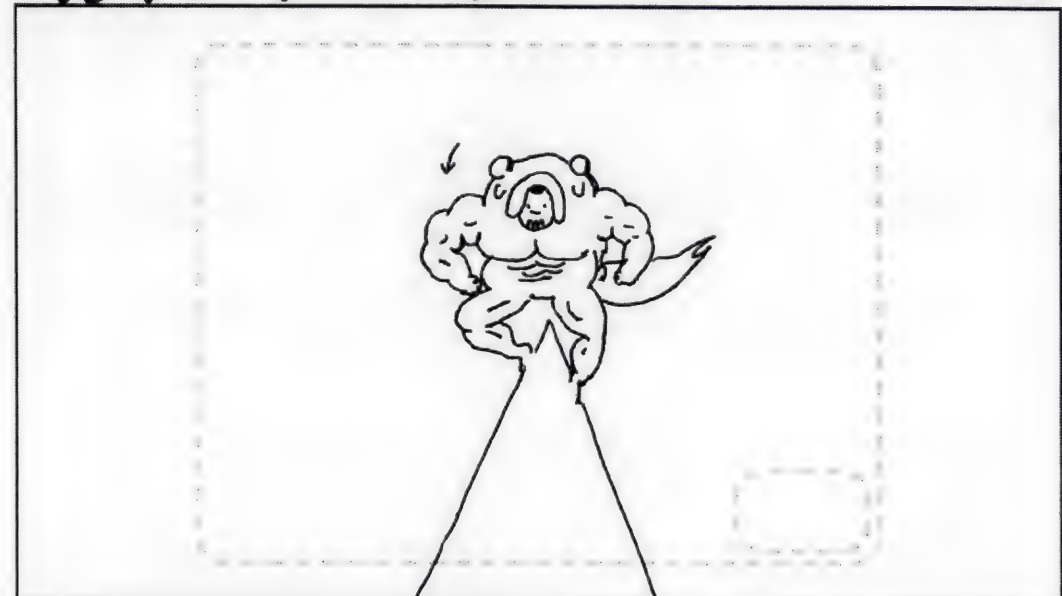
day night



Sc. **129 cont** Pnl. **'O'**

Bg.

day night



EPISODE # 1034-244

1034/244

|                      |             |
|----------------------|-------------|
| Dialog:              |             |
| Action:              |             |
| : HOLD      pose . : | -f. ANTICS. |
| Timing:              |             |

DEC 17 2013

Production :

1034/244

1034/244

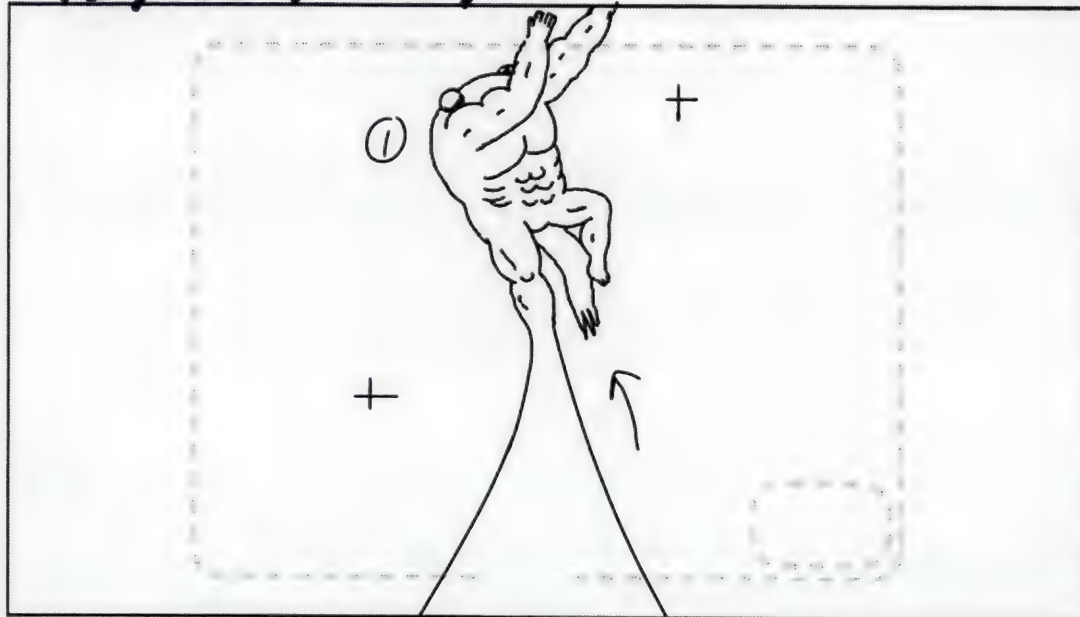
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# ADVENTURE TIME

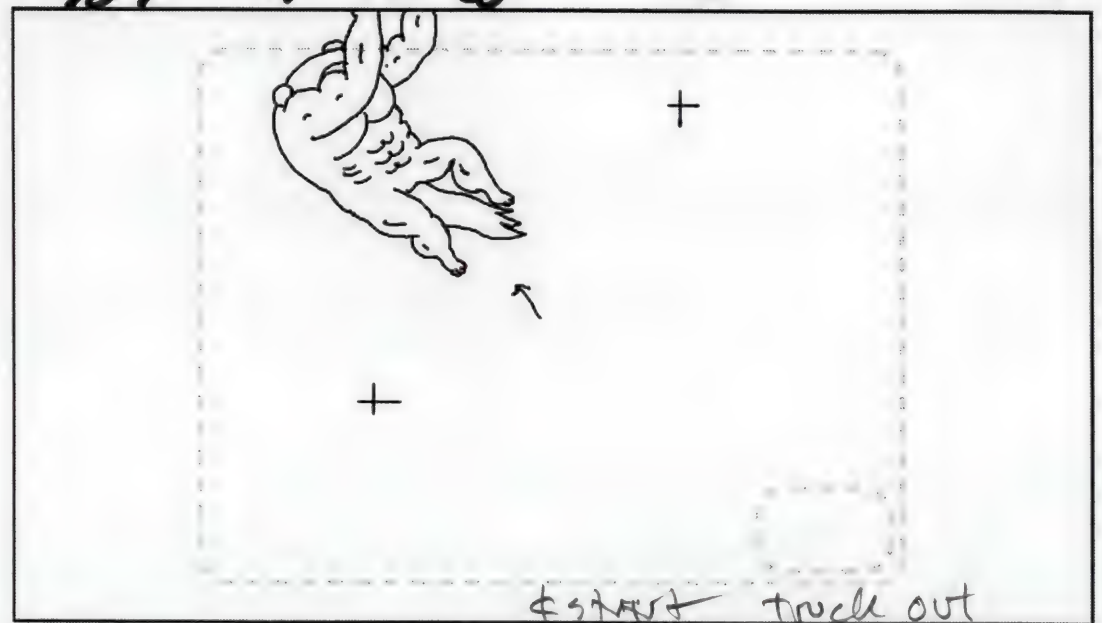


Page **244**

Sc. **129 cont** Pnl. **P** Bg. day night



Sc. **129 cont** Pnl. **Q** Bg. day night



Dialog:

Action: - J.'S BODY IS QUICKLY RETRACTS AS HE JUMPS.

Timing:



DEC 17 2015

1034-244

EPISODE #  
1034/244

Production :

1034/244



# ADVENTURE TIME

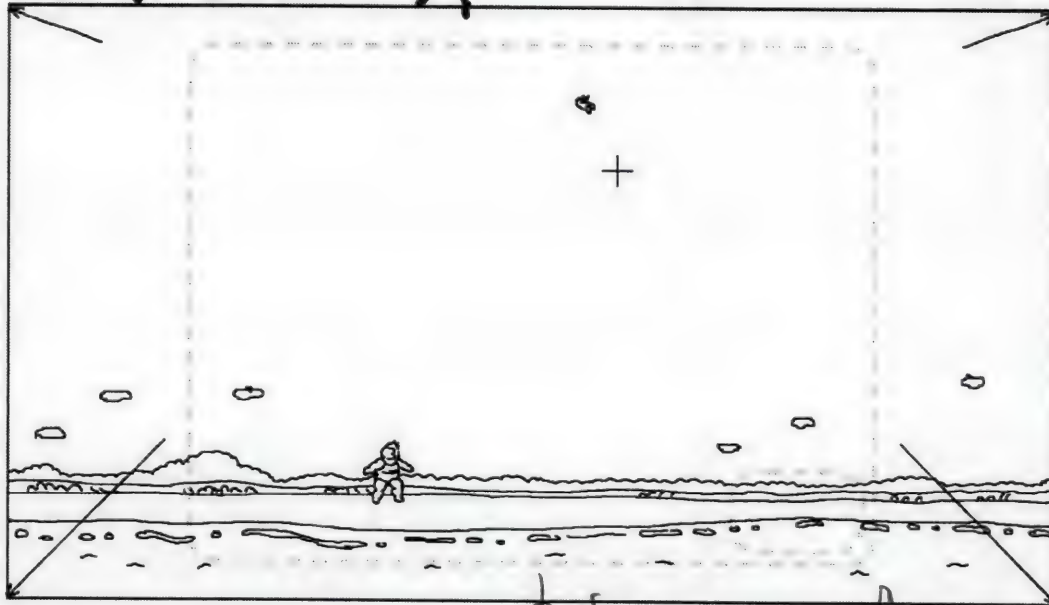


Page **245**

Sc. **129 cont** Pnl. **R**

Bg.

day night



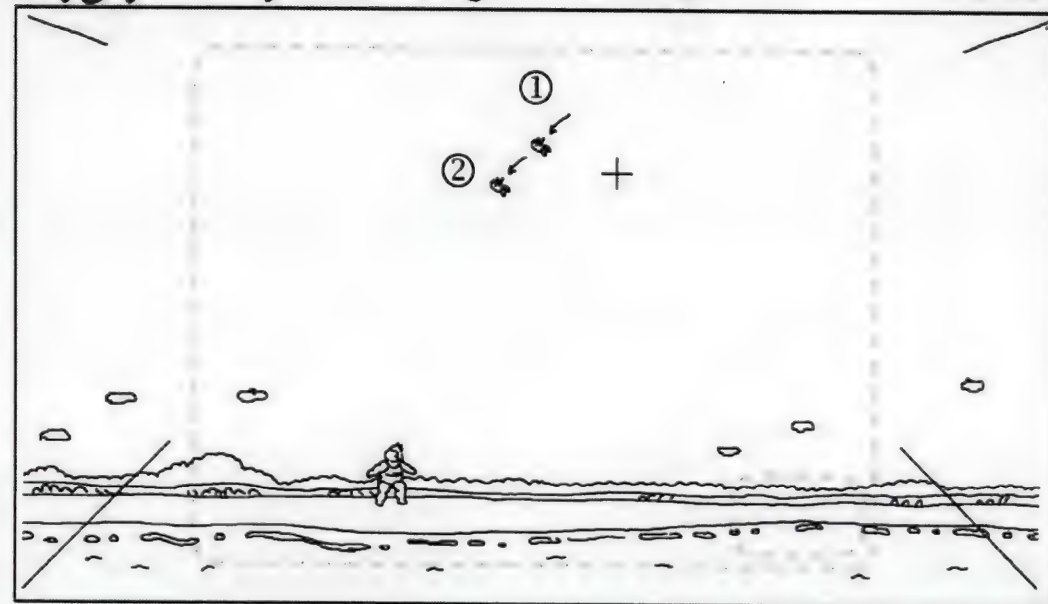
step

waves

Sc. **129 cont** Pnl. **5**

Bg.

day night



Dialog:

Action:

-FAST TRUCK -OUT.

-JAKESUIT PLUMMETS.

Timing:

DEC 17 2015

Production :

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1034/244

# ADVENTURE TIME



Page **246**

Sc. **130**

Pnl. **A**

Bg.

day night



Sc. **130 cont** Pnl. **B**

Bg.

day night



Dialog:

Y A A A!

Action:

Timing:

DEC 17 2015

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1034/244

Production :

1034/244

1034/244



# ADVENTURE TIME

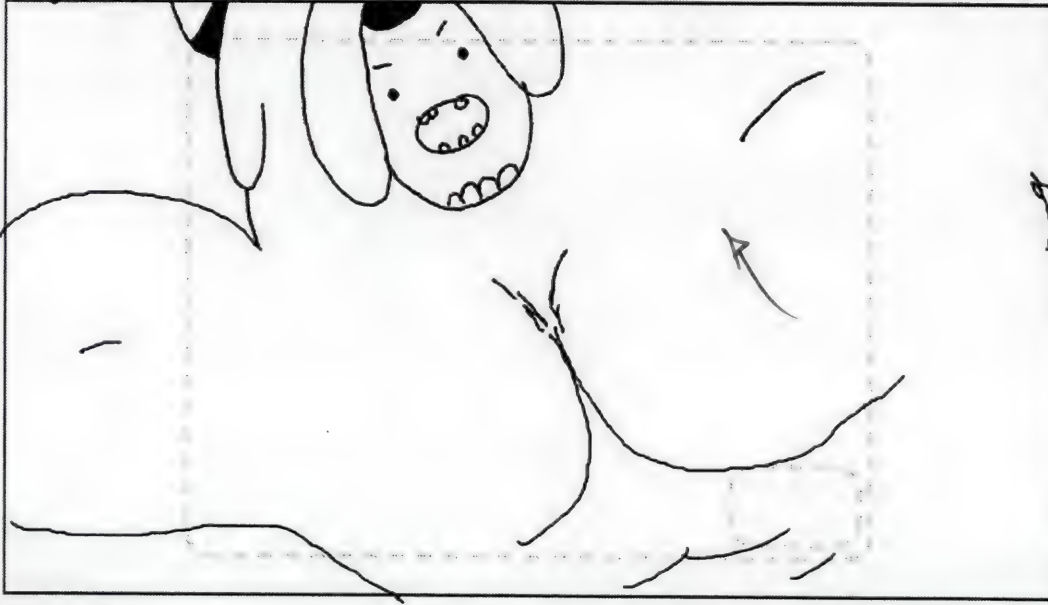


Page **247**

Sc. **130 cont** Pnl. **C**

Bg.

day night



Sc. **131**

Pnl. **A**

Bg.

day night



1034-244

EPISODE #

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Dialog:

**EY** Y A A A A

Action:

Timing:



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# ADVENTURE TIME



Page **248**

Sc. **131 cont** Pnl. **B**

Bg.

day night



Sc. **131 cont** Pnl. **C**

Bg.

day night



Dialog:

SFX: \* WHAM! \*

Action:

- JAKESUIT'S ELBOW HITS SUSAN

DEC 17 2015

Timing:

EPISODE #

1034-244

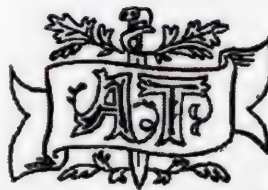
1034/244

Production :

1034/244



# ADVENTURE TIME

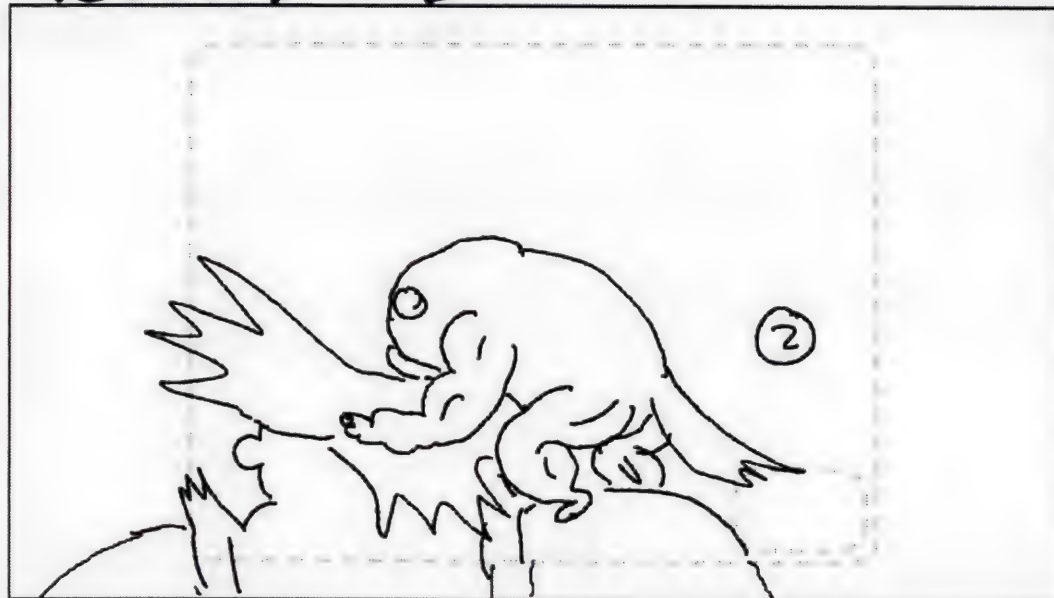


Page **249**

Sc. **131 CONT** Pnl. **D**

Bg.

day night



Sc. **131 CONT** Pnl. **E**

Bg.

day night



Dialog:

Action:

Timing:

DEC 17 2015

Production :

EPISODE #

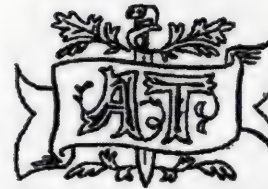
1034-244

1034/244

1034/244

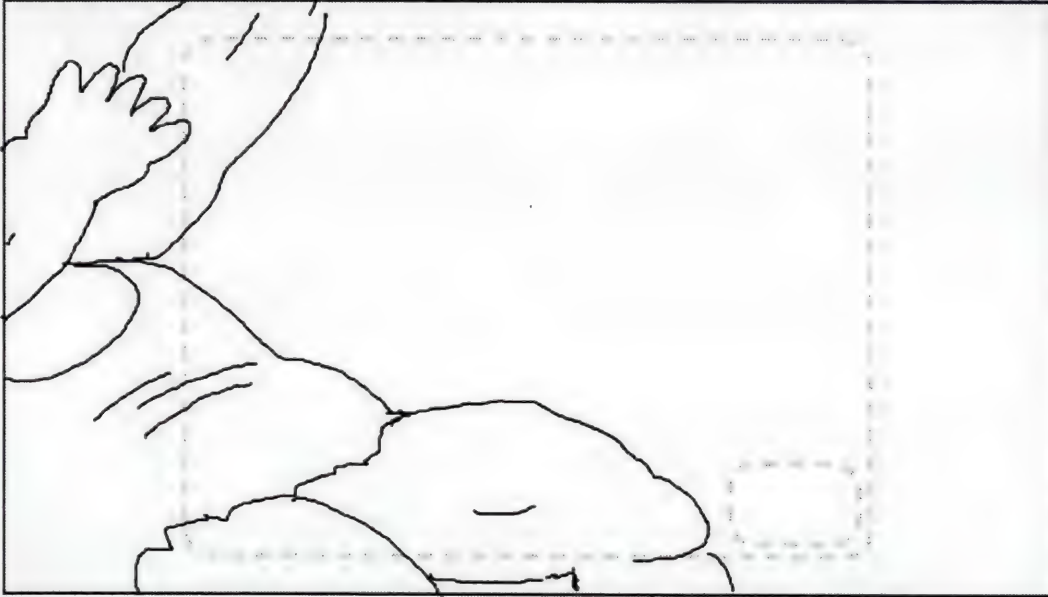
1034/244

ADVENTURE TIME

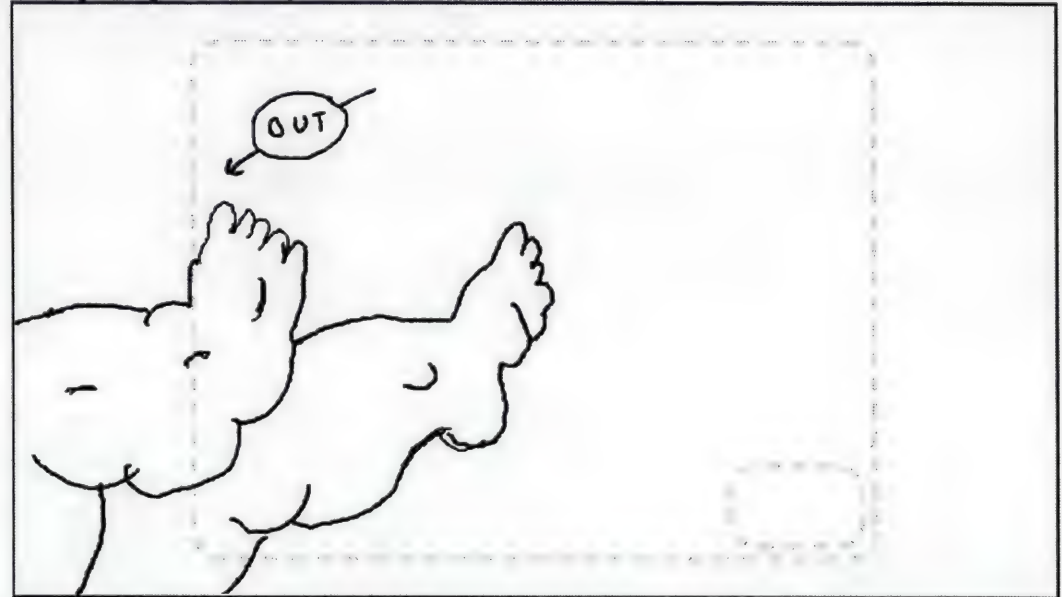


Page **250**

Sc. **13/cont** Pnl. **F** Bg. day night



Sc. **13/cont** Pnl. **G** Bg. day night



|         |                           |
|---------|---------------------------|
| Dialog: |                           |
| Action: | - JAKESUIT FLIPS S OFF/S. |
| Timing: | DEC 17 2015               |

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Production :

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# ADVENTURE TIME



Page 251

Sc. 132

Pnl. A

Bg.

day night



Sc. 132 cont Pnl. B

Bg.

day night



Dialog:

Action:

- SHADOW COMES ON/S.

DEC 17 2015

Timing:

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EPISODE #

1034/244

Production :

1034/244

ADVENTURE TIME

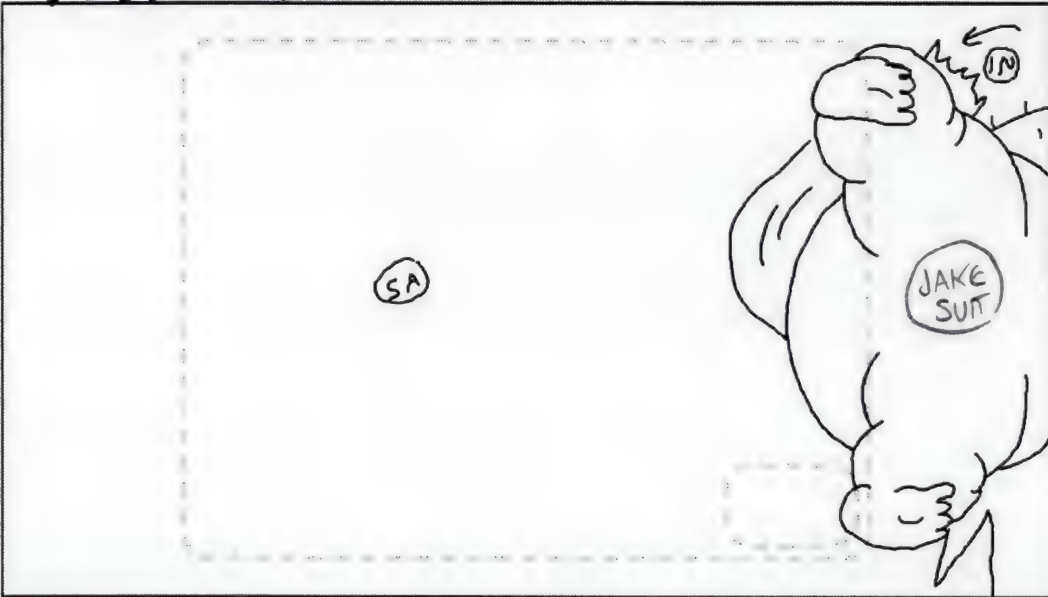


Page 252

Sc. 132 cont Pnl. C

Bg.

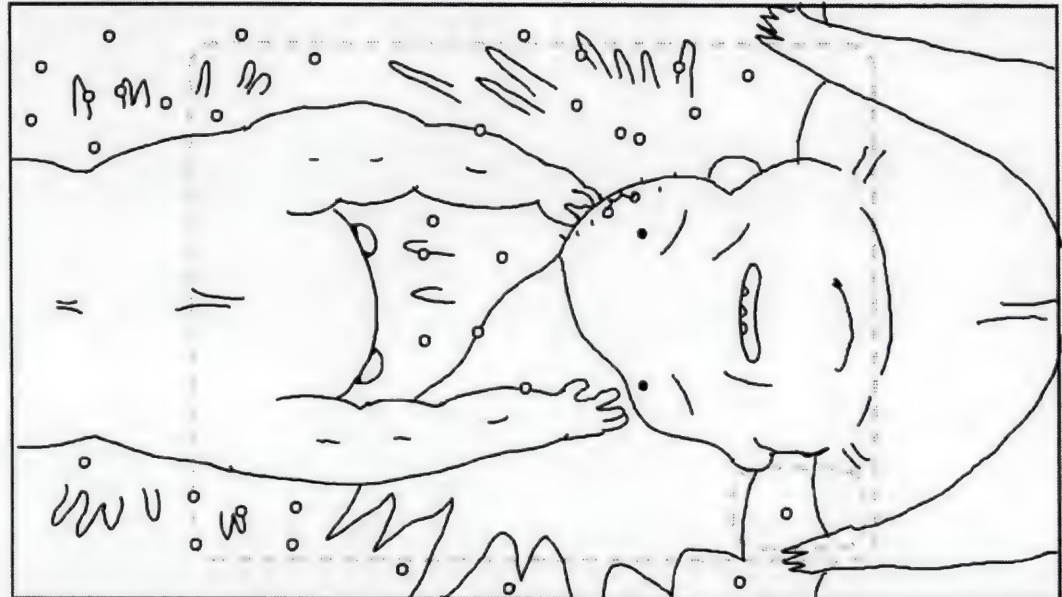
day night



Sc. 132 cont Pnl. D

Bg.

day night



|         |                        |
|---------|------------------------|
| Dialog: | <u>SFX:</u> * THOOM! * |
| Action: |                        |
| Timing: |                        |

REC 17 2015

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Production :

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# ADVENTURE TIME



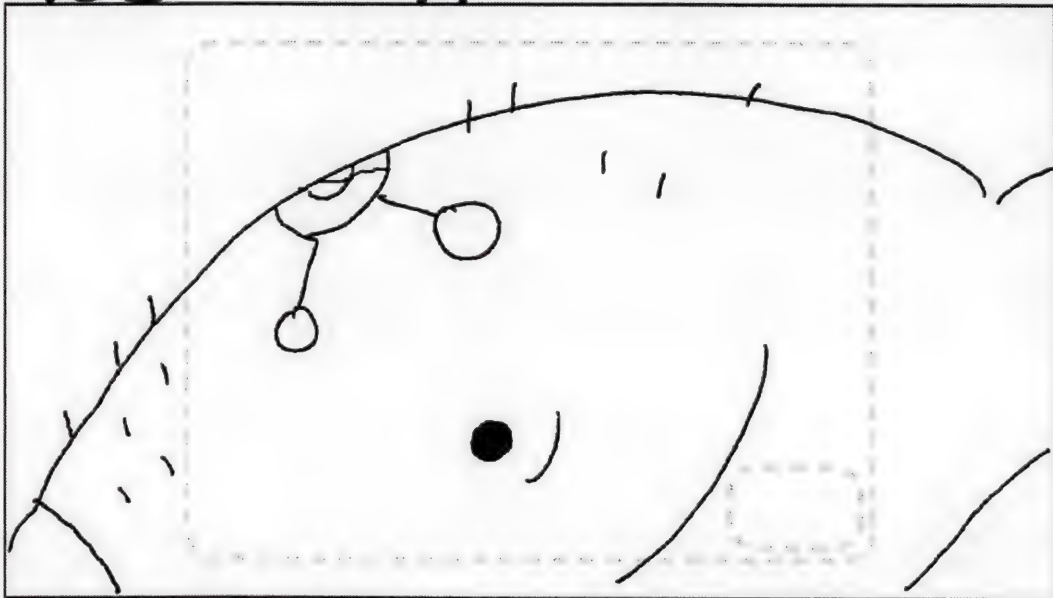
Page **253**

Sc. **133**

Pnl. **A**

Bg.

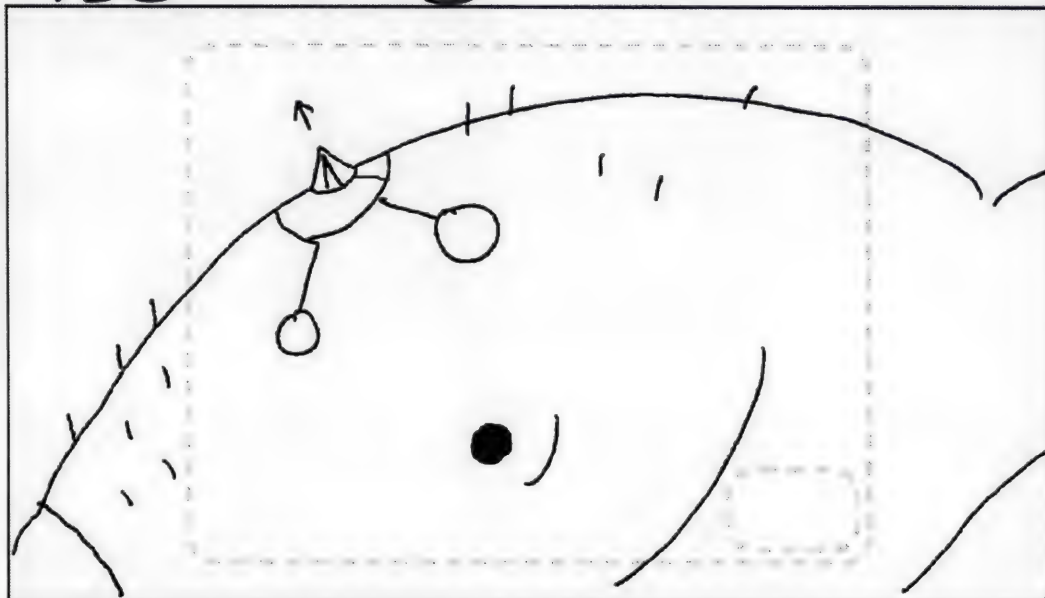
day night



Sc. **133 cont** Pnl. **B**

Bg.

day night



Dialog:

SFX: \* BEEP - BEEP \*

Action:

- I M P L A N T

BEEPIN! 10 17 2015

Timing:

EPISODE #

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1034/244

Production :

ADVENTURE TIME



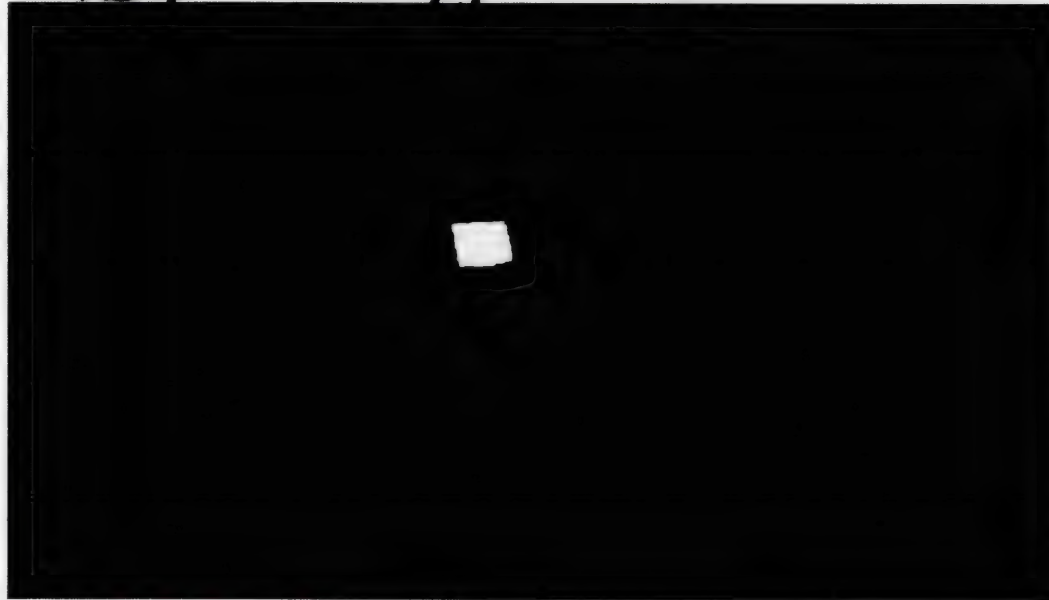
Page 254

Sc. 134

Pnl. A

Bg.

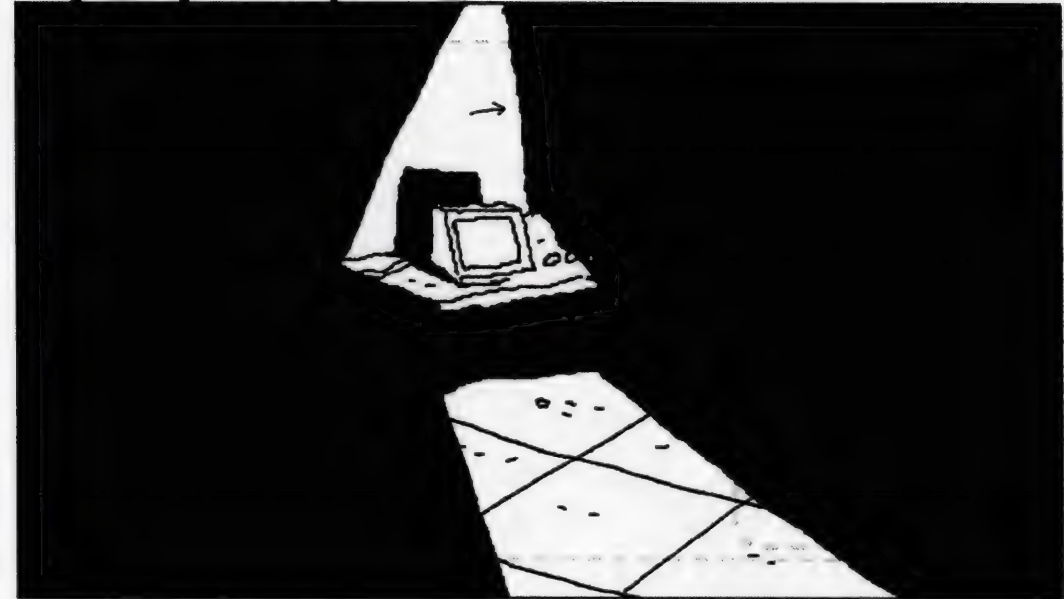
day night



Sc. 134 cont Pnl. B

Bg.

day night



Dialog:

SFX

BEEP .

BEEP .

BEEP .

BEEP .

Action:

- start with all black

-INT. DARK ROOM. SCREEN LIGHTS UP.

DEC 17 2015

Timing:

1034-244

EPISODE #

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Production :

1034/244



ADVENTURE TIME



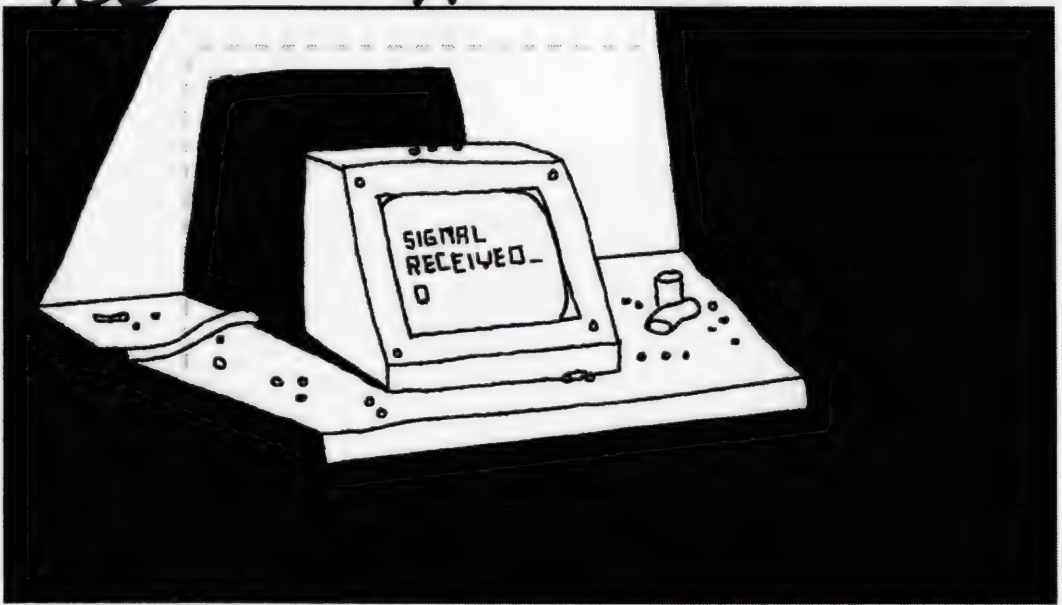
Page 255

Sc. 135

Pnl. A

Bg.

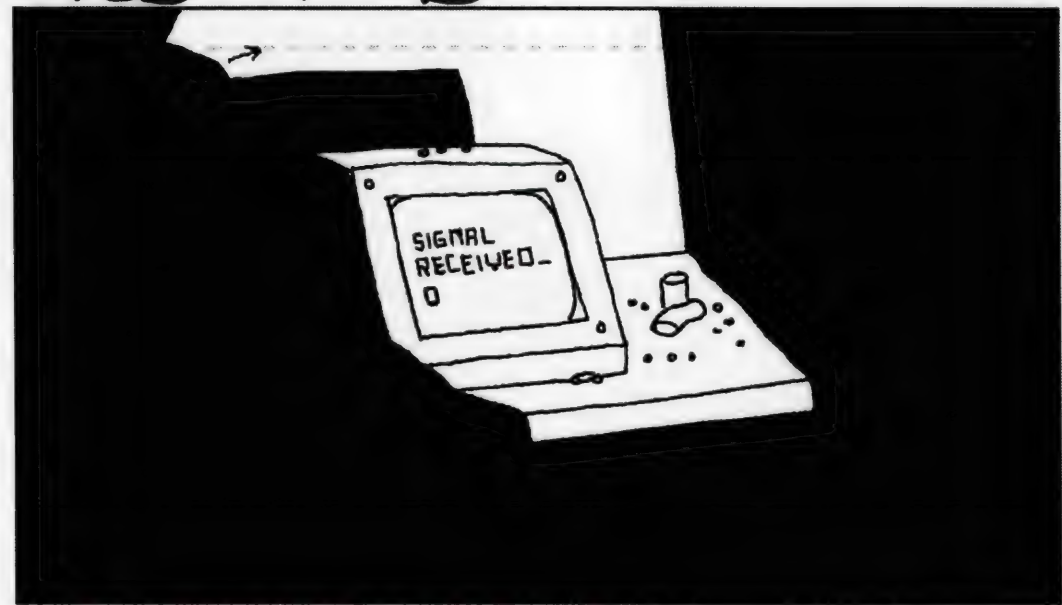
day night



Sc. 135 cont Pnl. B

Bg.

day night



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EPISODE #

1034'244

Production :

Dialog:

SFX

BEEP.

BEEP.

BEEP.

BEEP.

SOUND OF A PRINTER PRINTING

Action:

FLASHING.

DEC 17 2019

Timing:

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# ADVENTURE TIME



Page **256**

Sc. **135 cont** Pnl. **C**

Bg.

day night



Sc. **136**

Pnl. **A**

Bg.

day night



Dialog:

**(SFX)** \* BEEP.

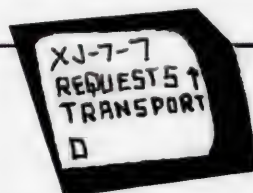
BEEP. \*

Action:

- PERSON'S SHADOW PASSES OVER.

DEC 17 2015

Timing:



②

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Production :

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ADVENTURE TIME



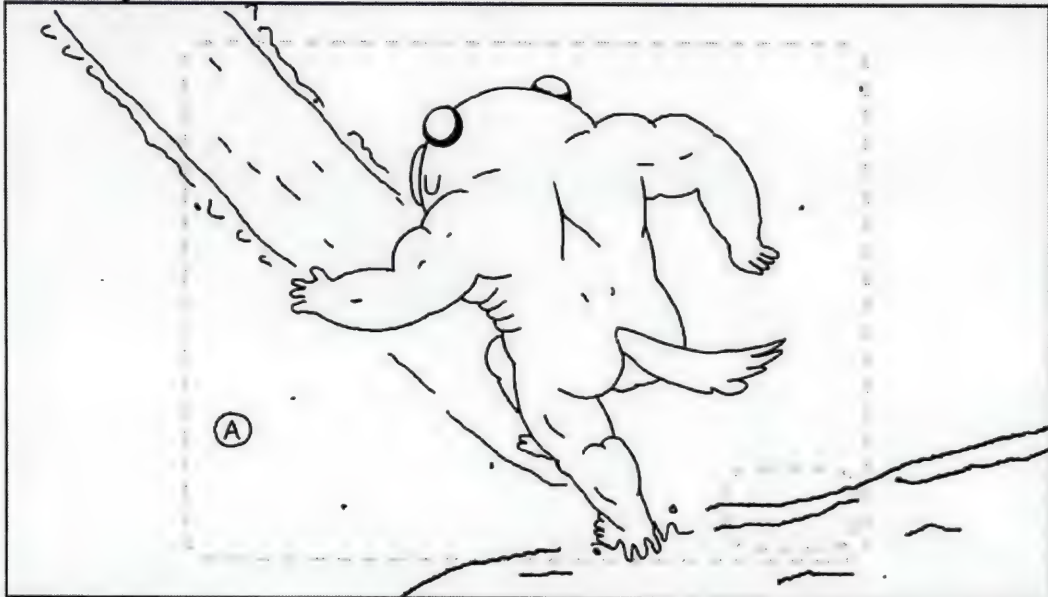
Sc. *136 cont* Pnl. *B* Bg.

day night



Sc. *136 cont* Pnl. *C* Bg.

day night



Dialog:

Action:

- JS SLIDES ON/S.

Timing:



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# ADVENTURE TIME

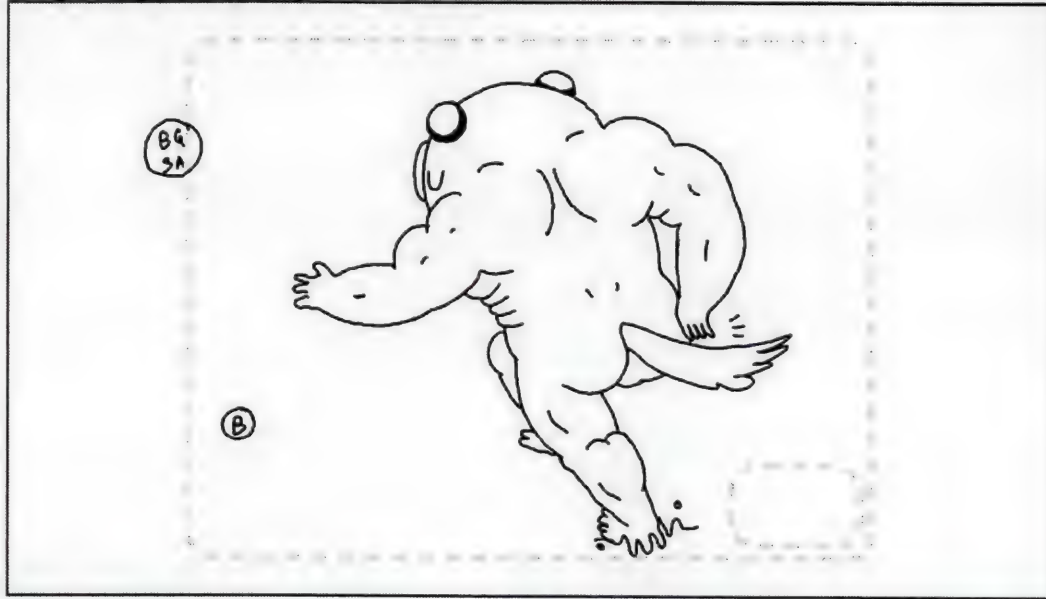


Page 258

Sc. 136 cont Pnl. D

Bg.

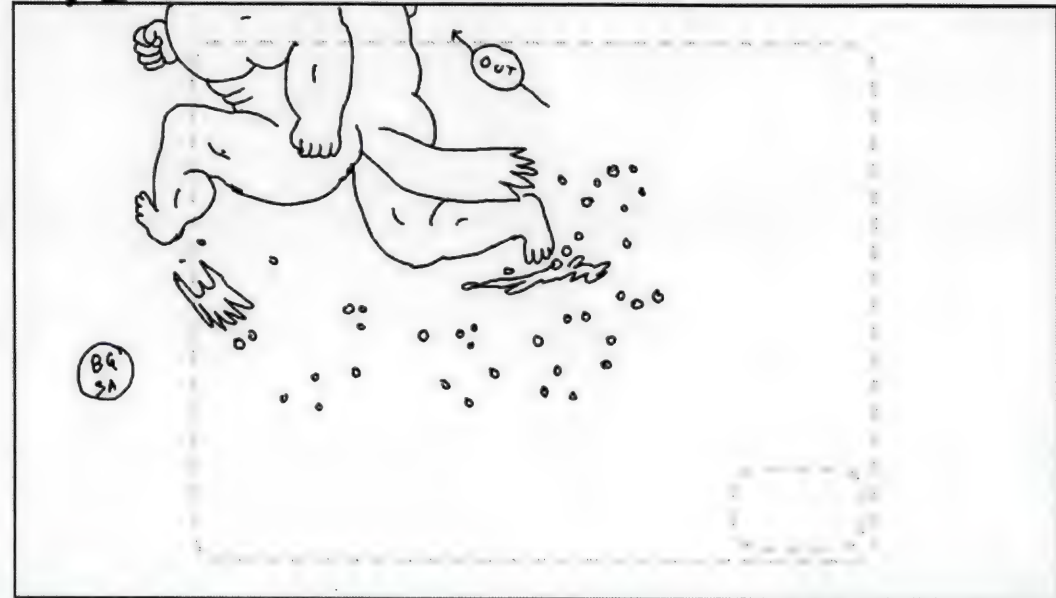
day night



Sc. 136 cont Pnl. E

Bg.

day night



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EPISODE #

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Production :

Dialog:

SPX / SLAP SLAP

Action:

ABA , BA

SLAPS BUTT TWICE .

Timing:

DEC 17 2015  
- AND BACK IN 17.  
- JS CHARGES OFF/S.

1034/244



ADVENTURE TIME

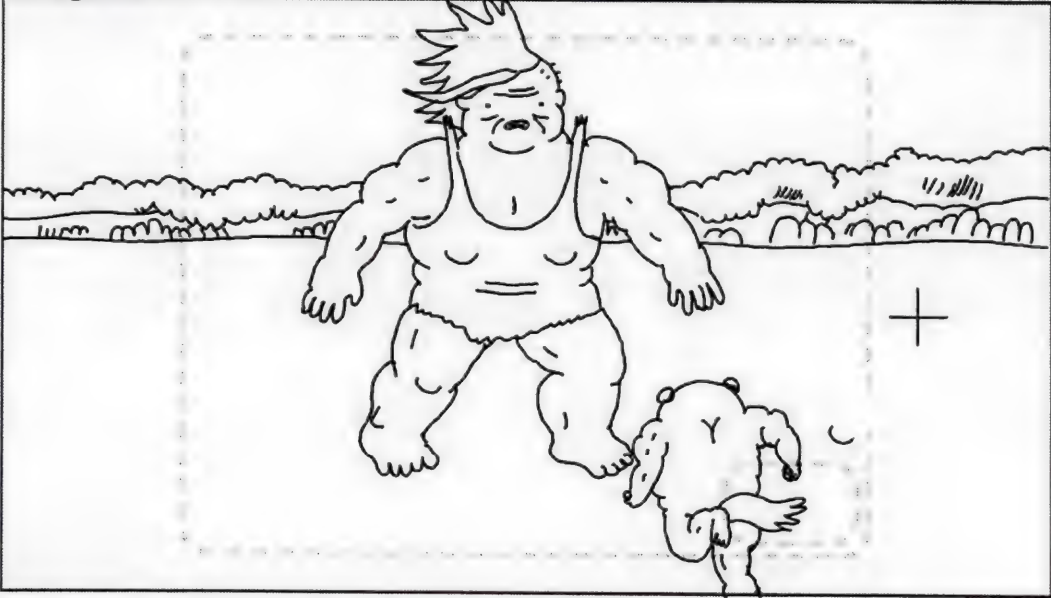


Sc. 137

Pnl. A

Bg.

day night

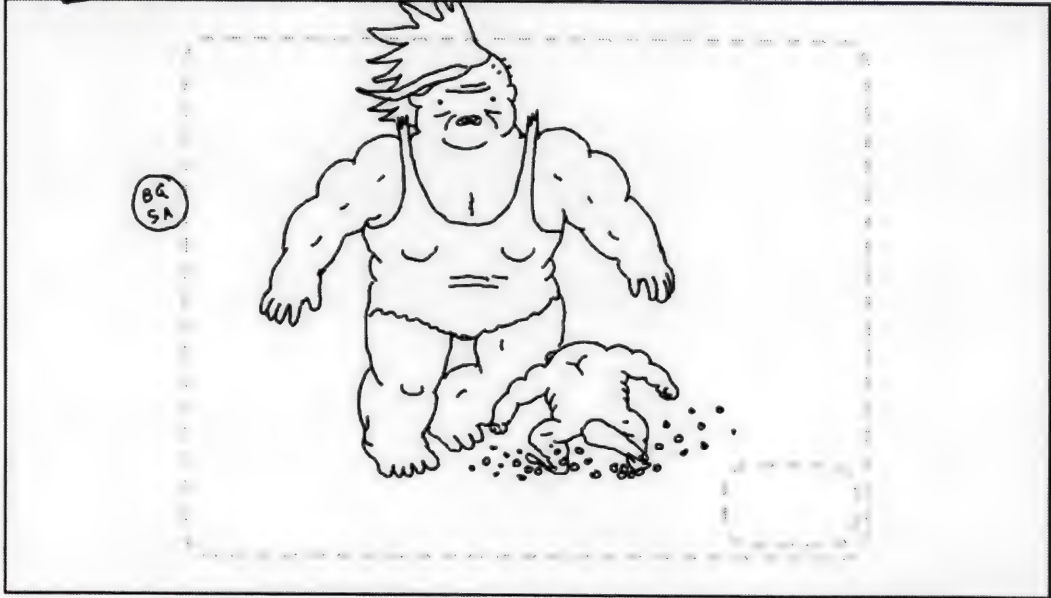


Sc. 137 cont

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



+

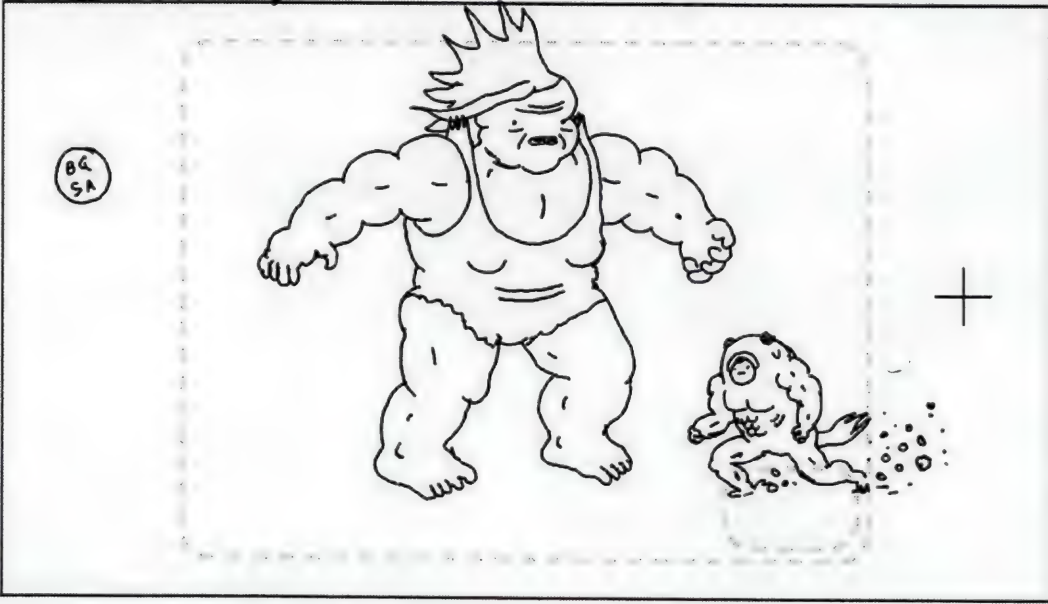
DEC 17 2015

1034-244  
EPISODE #  
1034/244  
Production :

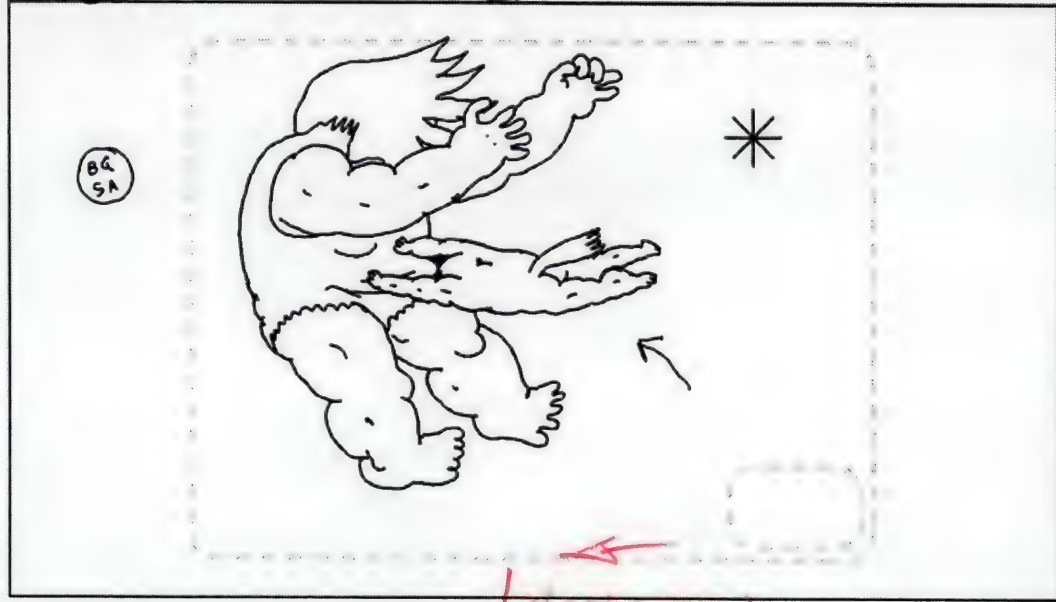
ADVENTURE TIME



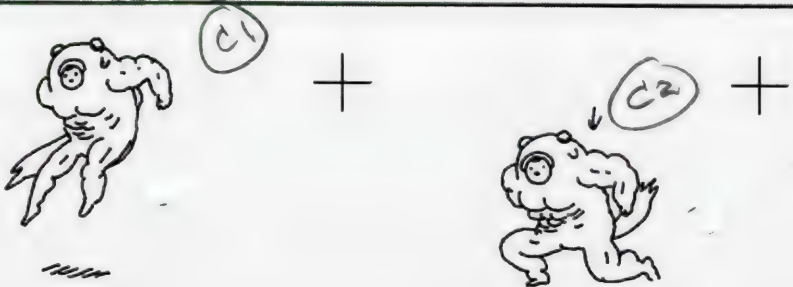
Sc. **137 cont** Pnl. **C** Bg. day night



Sc. **137 cont** Pnl. **D** Bg. day night



|         |  |
|---------|--|
| Dialog: |  |
| Ⓢ HUP.  |  |
| Ⓢ HA'   |  |
| Action: |  |
| Timing: |  |



DEC 17 2015

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EPISODE #  
1034/244  
Production :



ADVENTURE TIME

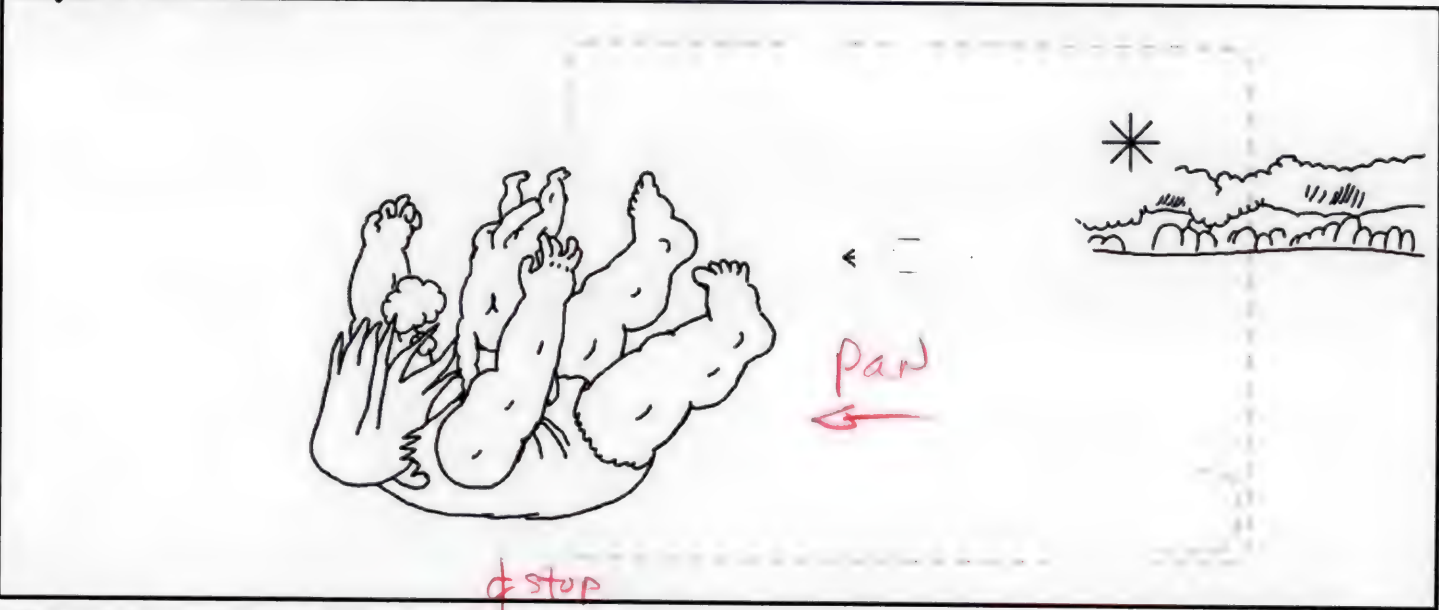


Sc. 137 CONT Pnl. E

Bg.

day night

Page 261  
261A NEXT



|               |
|---------------|
| Dialog:       |
| @ = o o f ! = |
| Action:       |
| DEC 17 2015   |
| Timing:       |

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EPISODE #

1034/244

Production :

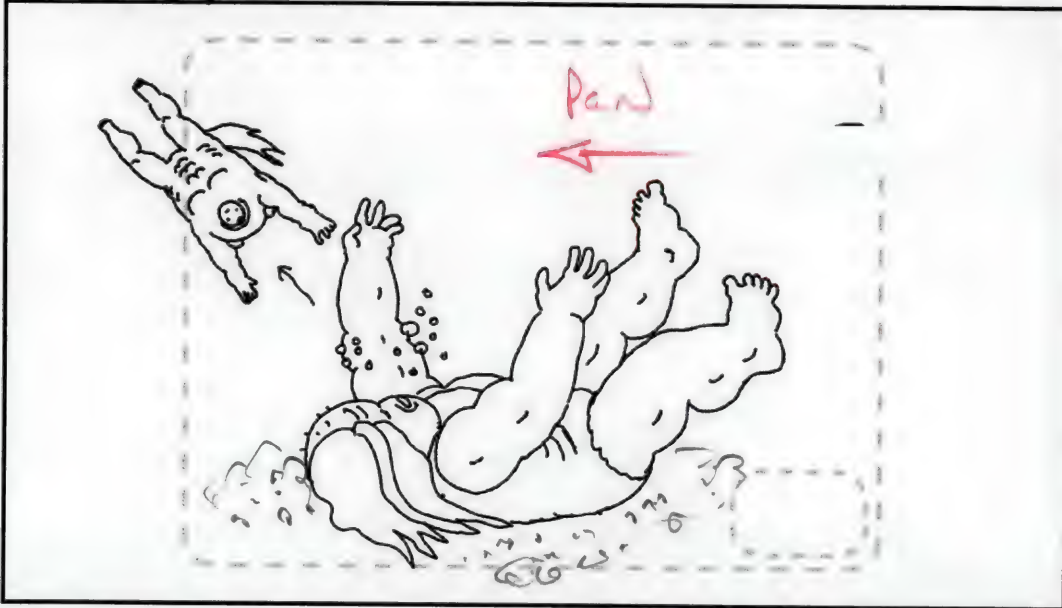
ADVENTURE TIME



Sc. 137 cont Pnl. F

Bg.

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262A NEXT



\*

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EPISODE #

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Production :

|         |              |
|---------|--------------|
| Dialog: | ⑤ = 00 F ! = |
| Action: | DEC 17 2015  |
| Timing: |              |

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1034/244

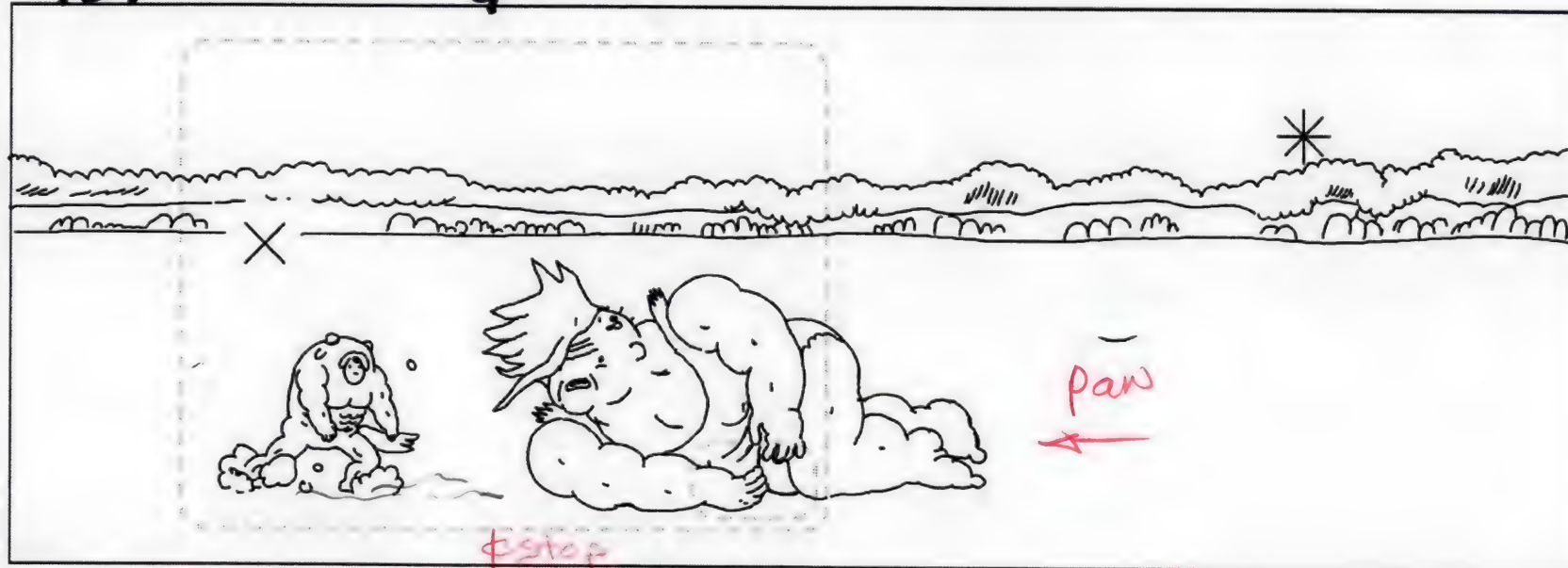


# ADVENTURE TIME



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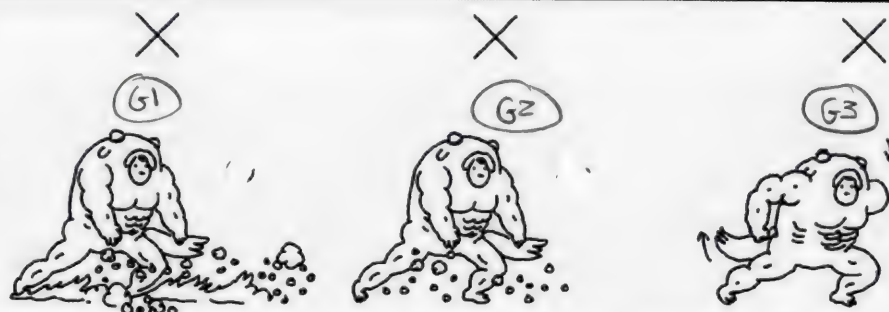
Sc. 137 cont Pnl. G Bg. day night



Dialog:

⑤ STOP,

Action:



Timing:

DEC 17 2015

Production :

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# ADVENTURE TIME



Page 263  
day night

Sc. 197 cont Pnl. H

Bg.

day night

Sc. 197 cont Pnl. I

Bg.



Dialog:

⑤ DESIST RESIST.

Action:

DEC 17 2015

Timing:

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Production :

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# ADVENTURE TIME



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Sc. 137 cont Pnl. J

Bg.

day night



Dialog:

DESIST -

Action:

- S. BEAR HUGS JAKE SUIT.

Timing:

DEC 17 2015

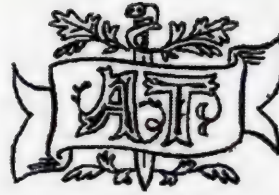
EPISODE # 1034-244

Production:

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1034/244

# ADVENTURE TIME

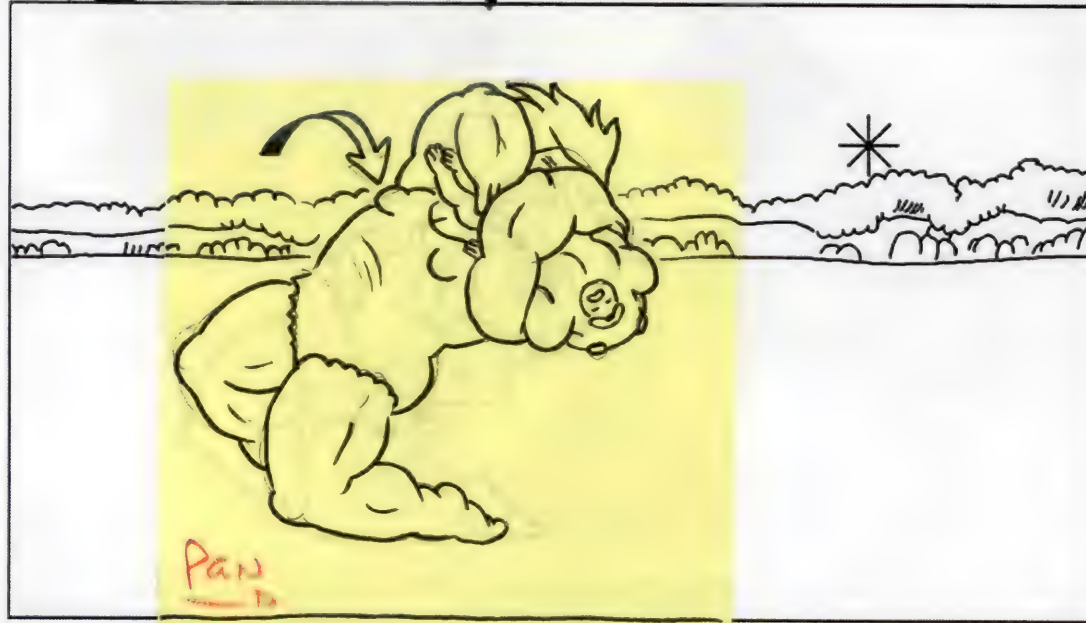


Page **265**

Sc. **137 cont** Pnl. **K**

Bg.

day night

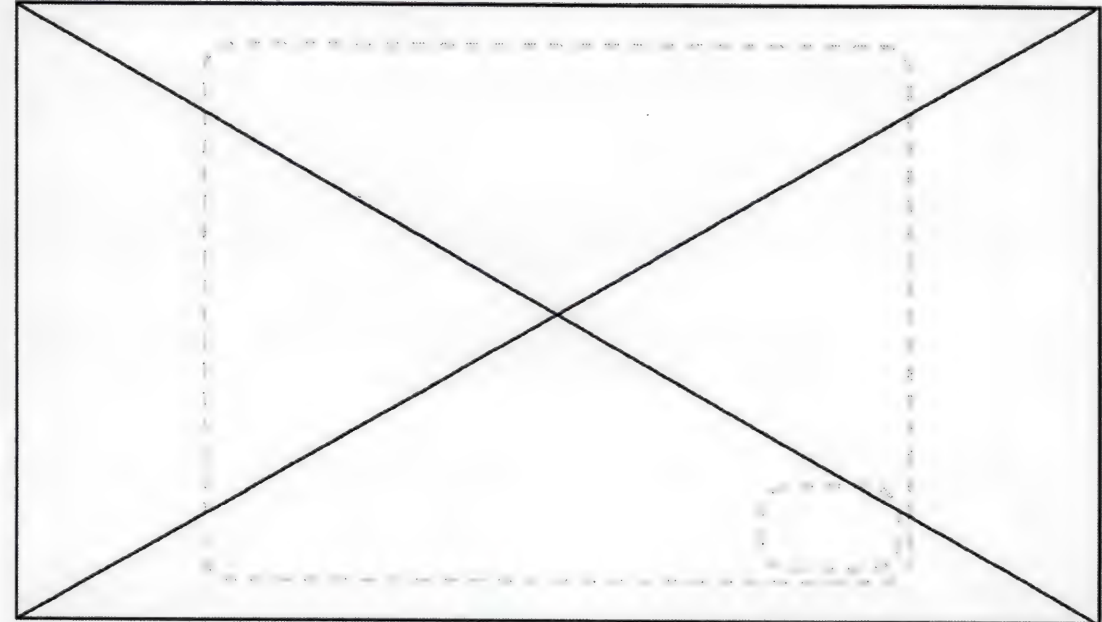


Sc. -

Pnl. -

Bg. -

day night



Dialog:

Action:

Timing:

DEC 17 2015

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# ADVENTURE TIME



Page 266

Sc. 197 CONT Pnl. L Bg. day night



Dialog:

⑤ RESIST

Action:

SLAMMED!



Timing:

DEC 17 2015

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Production:

1034/244

# ADVENTURE TIME

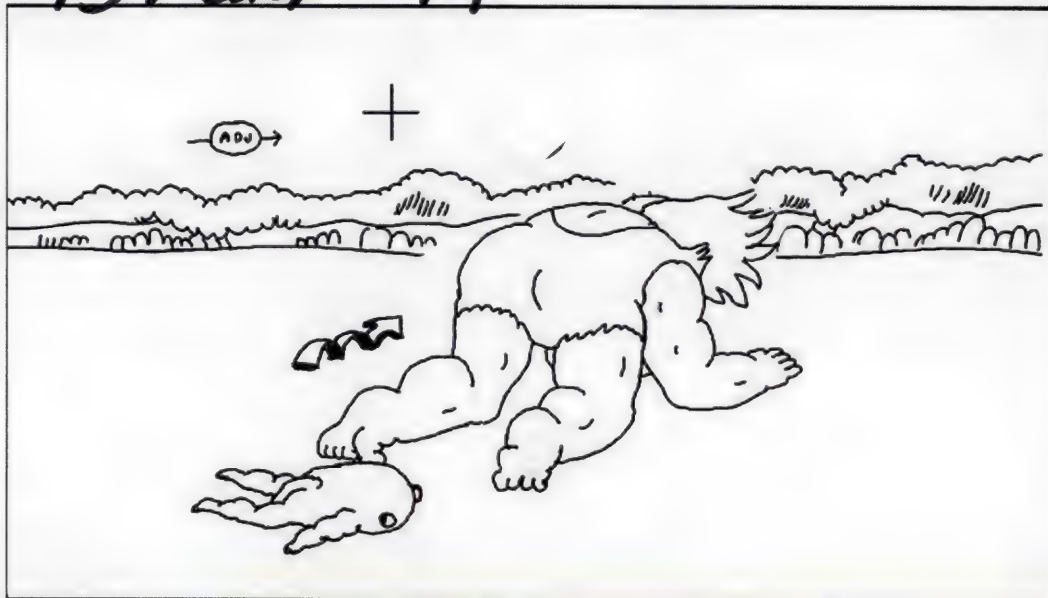


Page **267**

Sc. **137 cont** Pnl. **M**

Bg.

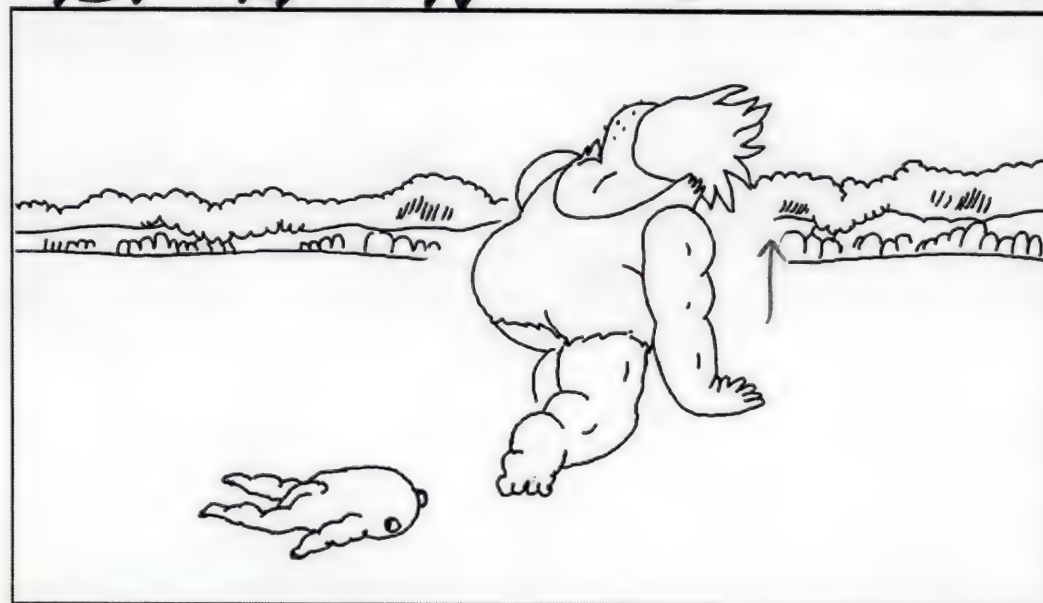
day night



Sc. **137 cont** Pnl. **N**

Bg.

day night



Dialog:

Action:

Timing:



DEC 17 2015

EPISODE #

Production :

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# ADVENTURE TIME

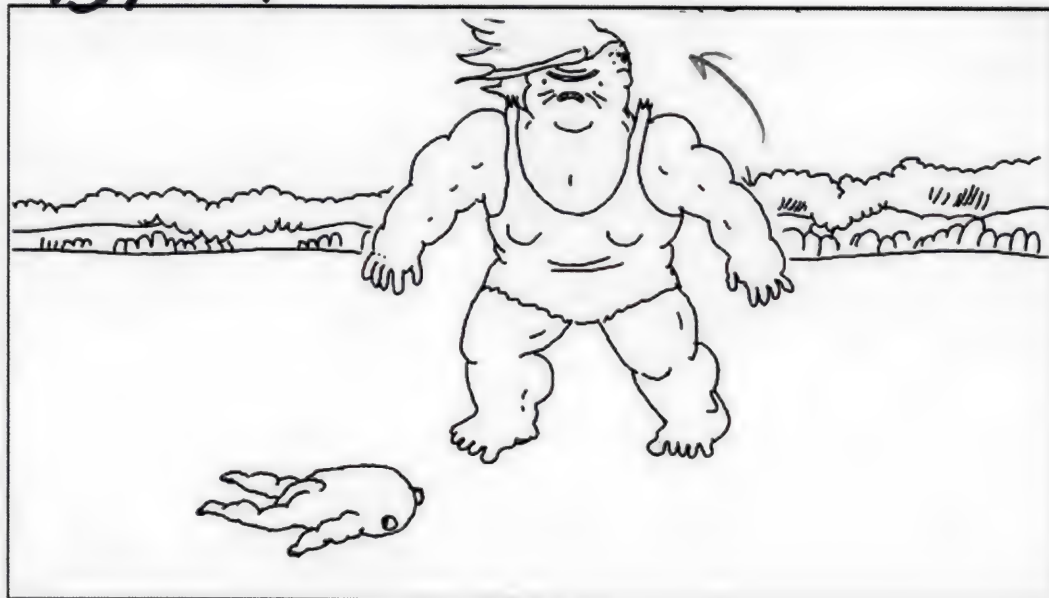


Page **268**

Sc. **137 cont** Pnl. **0**

Bg.

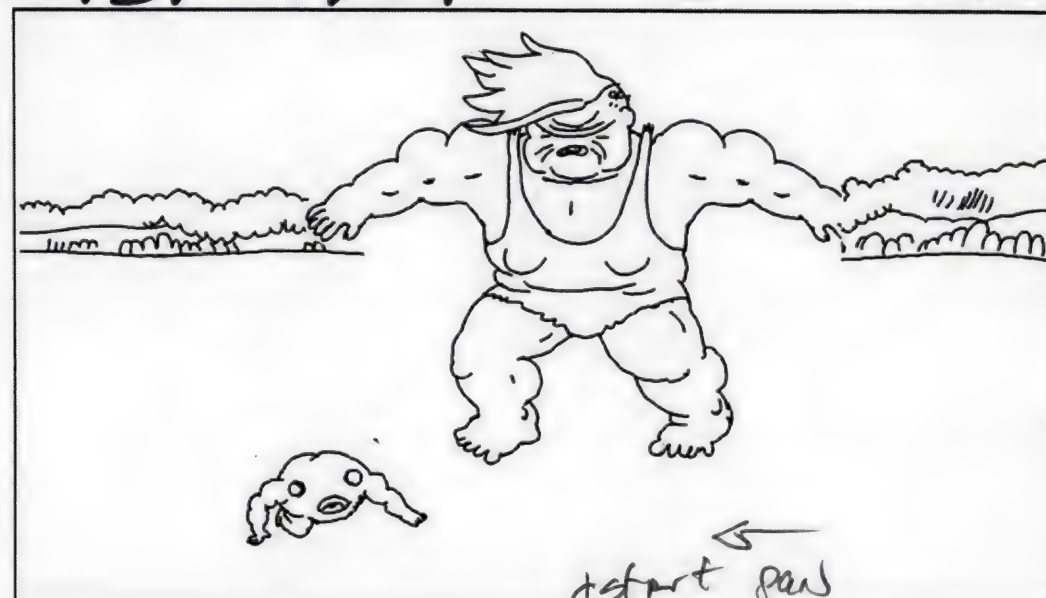
day night



Sc. **137 cont** Pnl. **P**

Bg.

day night



Dialog:

Action:

-S. RISCS.

Timing:

DEC 17 2015

Production :

EPISODE #

1034-244

1034/244

1034/244

# ADVENTURE TIME



Sc. **137 CONT** Pnl. **Q**

Bg.

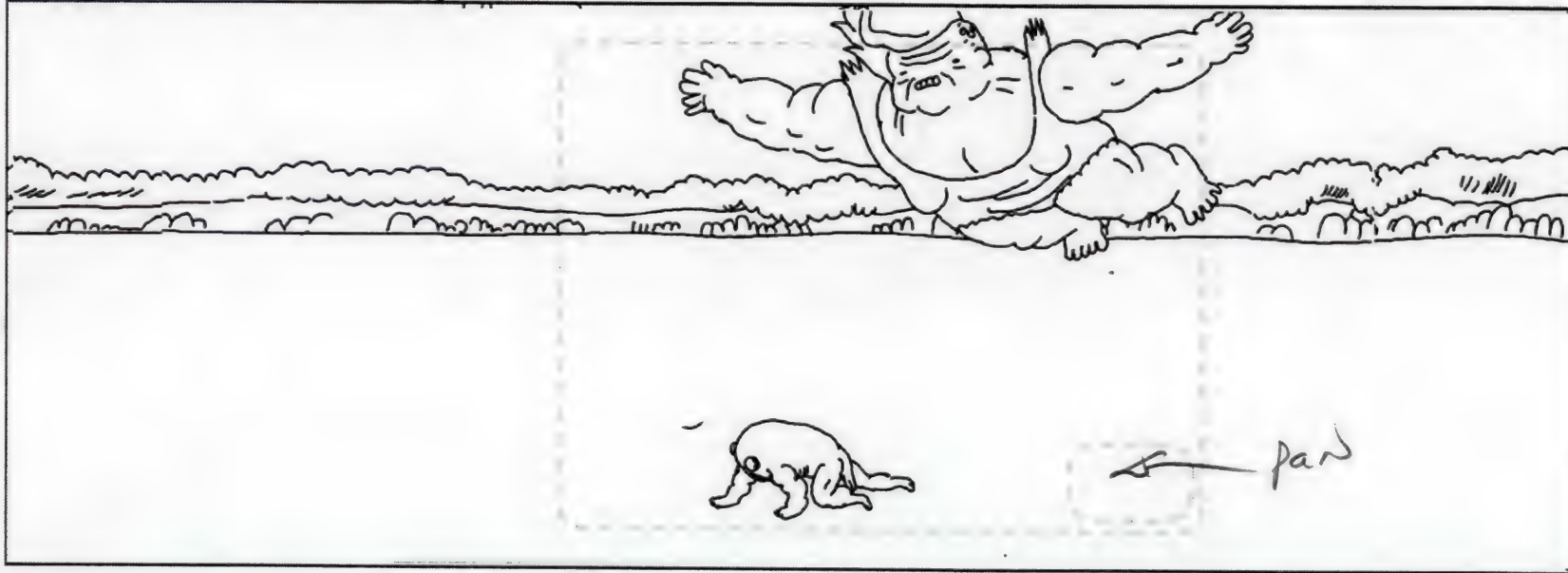
day night

Sc. -

Pnl. -

Bg. -

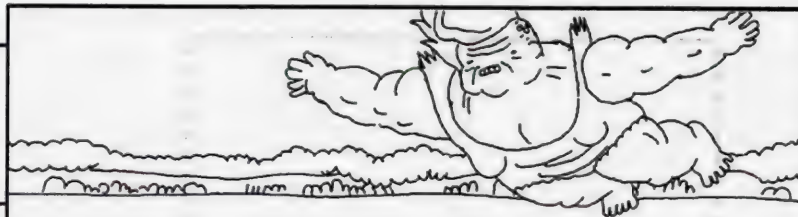
Page **269**  
day night



Dialog:

**Q** NO / **Q1**

Action:



-JS ROLLS OUT of THE WAY  
DEC 17 2015

Timing:



Production :

1034-244

EPISODE #

1034/244

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ADVENTURE TIME

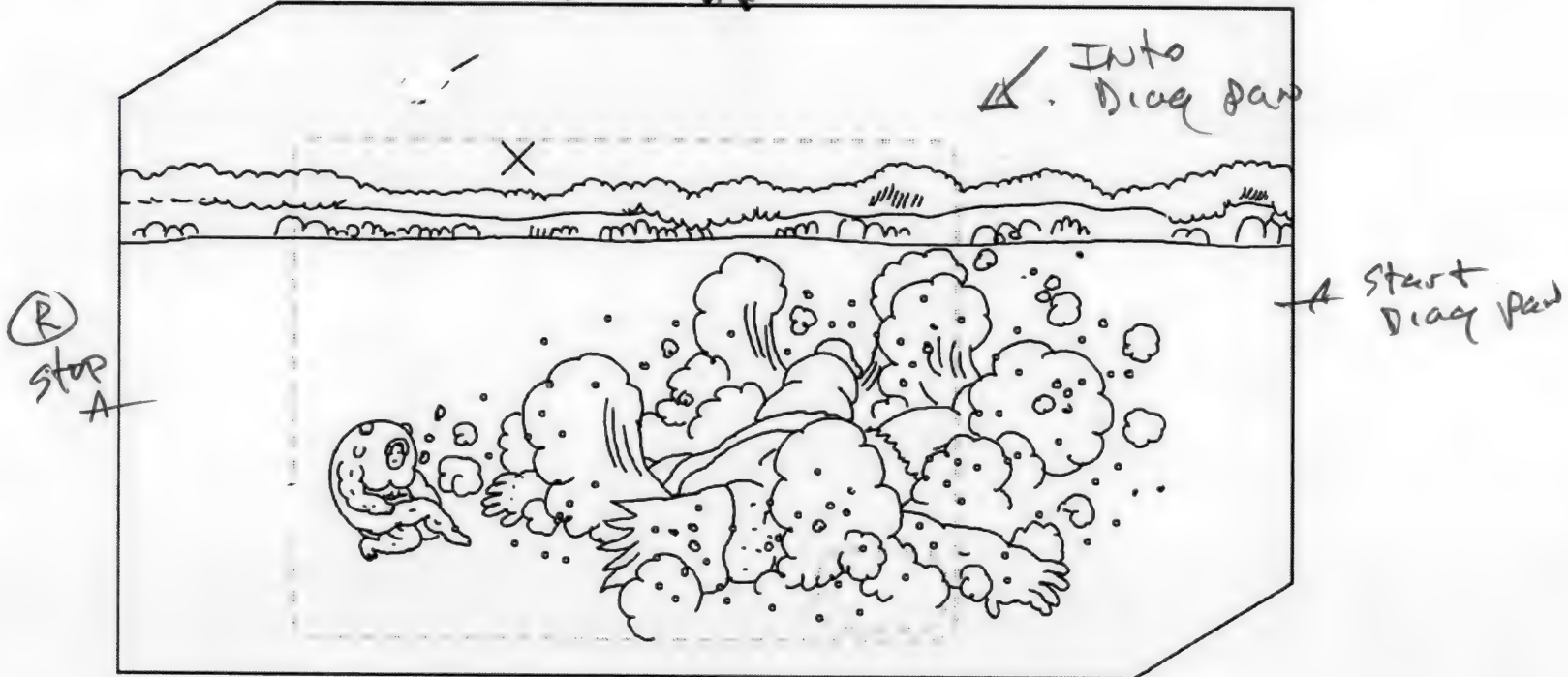


Page **270**

Sc. **137 cont** Pnl. **R**

Bg.

day night



(E) STOP!

**THUMP!**  
(Sfx)

- SUSAN BELLYFLOPS  
ON SAND

DEC 17 2015

1034-244

EPISODE #

1034/244

Production :

1034/244

1034/244

# ADVENTURE TIME



Sc. *137 cont* Pnl. *S*

Bg.

day night



Sc. *137 cont* Pnl. *T*

Bg.

day night



Dialog:

Action:

- JS GRABS SUSAN'S ARM.

Timing:

DEC 17 2015

Production :

EPISODE #

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1034/244

1034/244



# ADVENTURE TIME

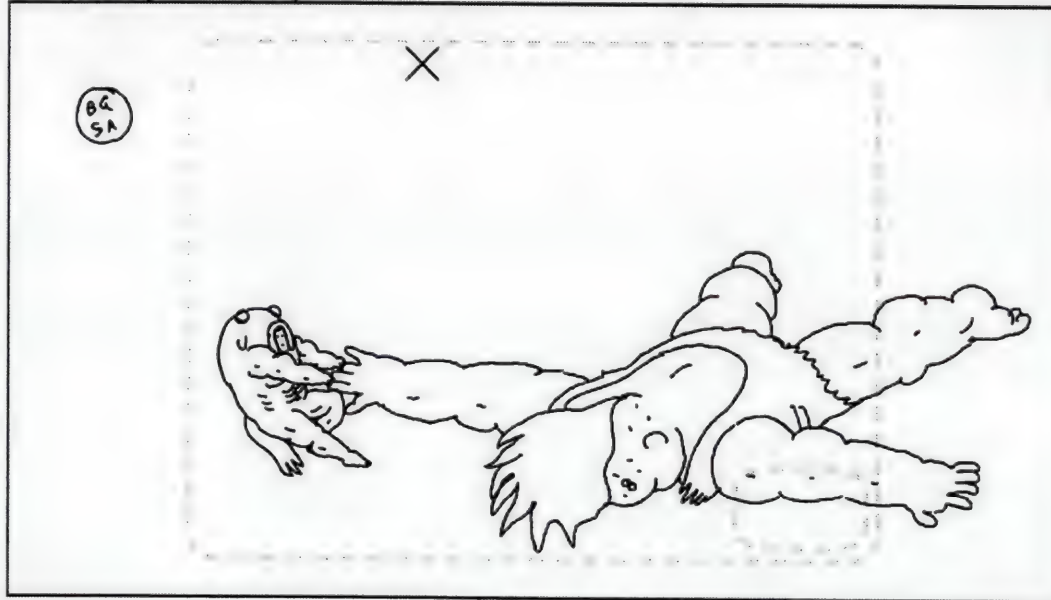


Page **272**

Sc. **137 CONT** Pnl. **U**

Bg.

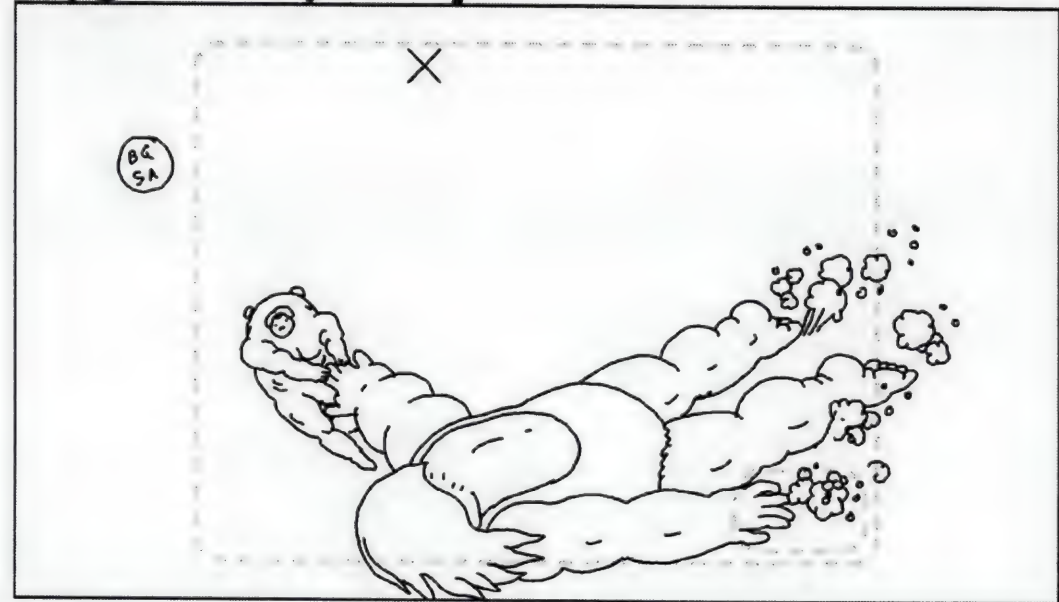
day night



Sc. **137 CONT** Pnl. **V**

Bg.

day night



Dialog:

**(F)**

**CEASE -**

Action:

Timing:

DEC 17 2015

EPISODE #

1034-244

1034/244

Production :

1034/244

# ADVENTURE TIME



Page **273**  
day night

Sc. 137 *cont* Pnl. W

Bg.

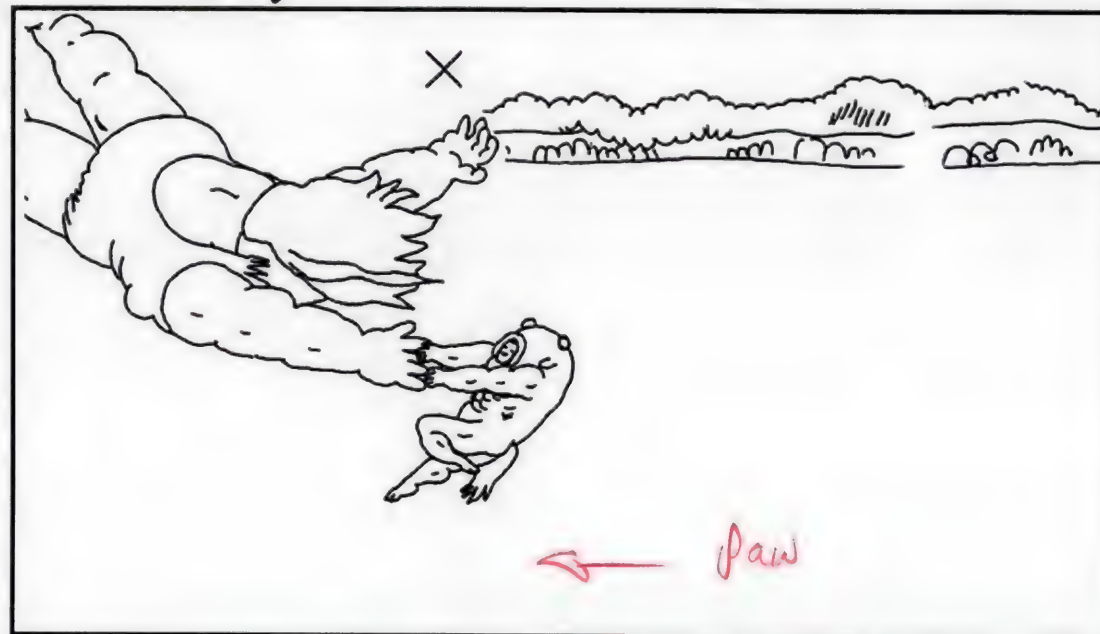
day night



Sc. 137 *cont* Pnl. X

Bg.

day night



Dialog:

Action:

-JS SWINGS SUSAN IN CIRCLES,

DEC 17 2015

Timing:

EPISODE # 1034-244

Production:

1034/244

1034/244

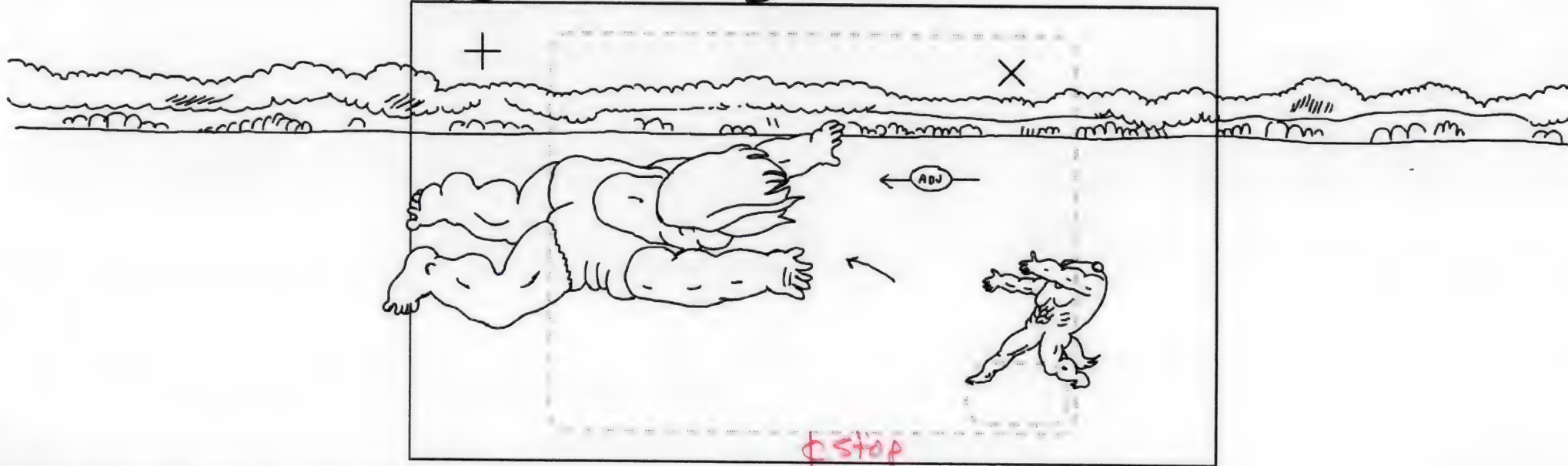


# ADVENTURE TIME



Page **274**

Sc. **137 CONT** Pnl. **Y** Bg. day night



Dialog:

@. (CONT) PLEASE!

Action:

↑  
RHYMES WITH "CEASE" DEC 17 2015

Timing:

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EPISODE #

1034/244

Production :

1034/244

1034/244

panels, and may not be sold or transferred.

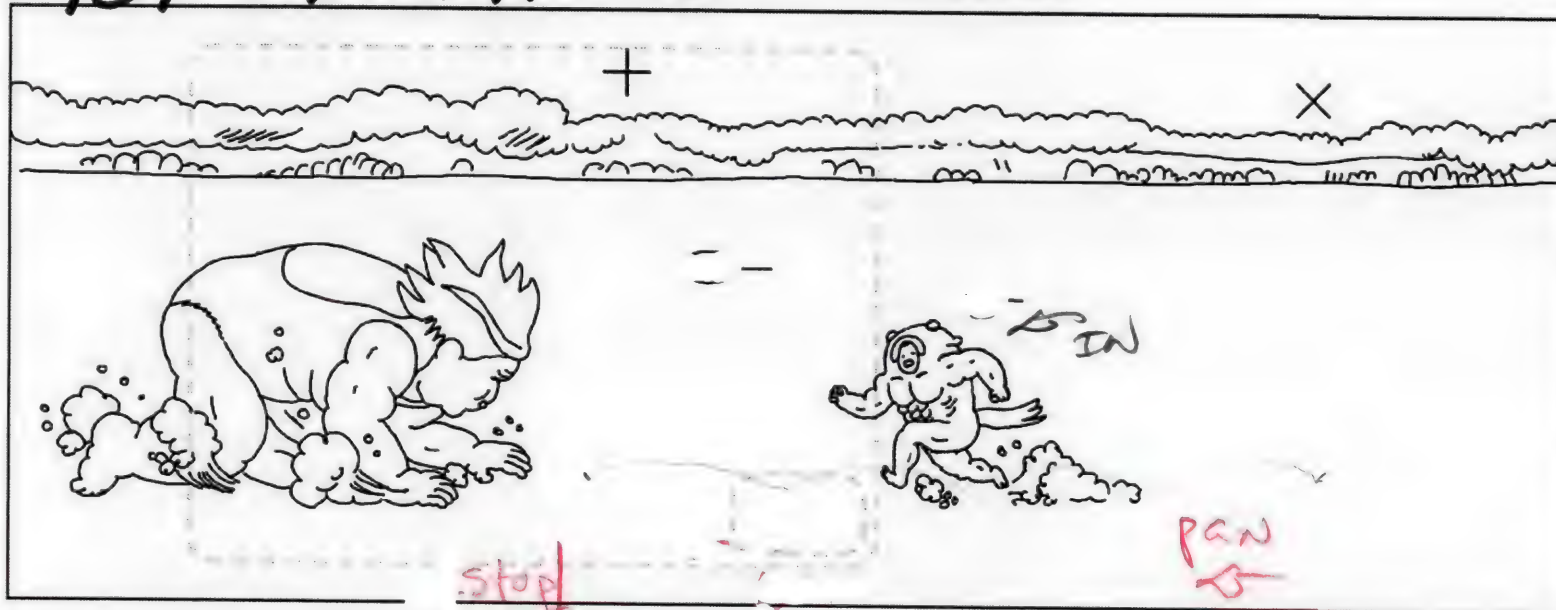
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# ADVENTURE TIME



Page **275**

Sc. **137 cont** Pnl. **ZA** Bg. day night



Dialog:

Action:

Timing:

DEC 17 2015

Production :

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1034/244

1034/244



# ADVENTURE TIME

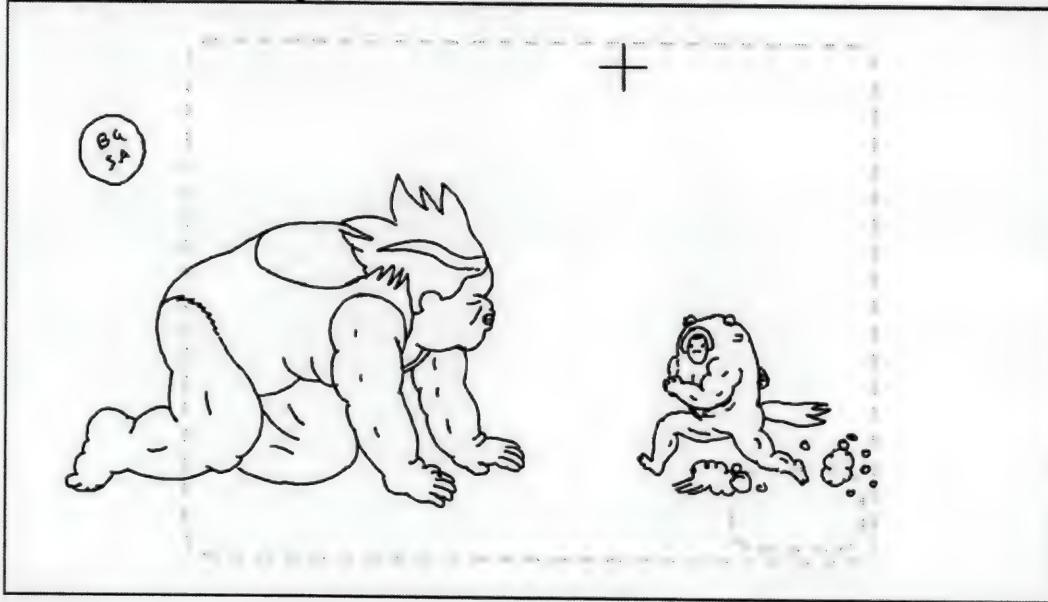


Page **276**

Sc. **137 cont** Pnl. **ZB**

Bg.

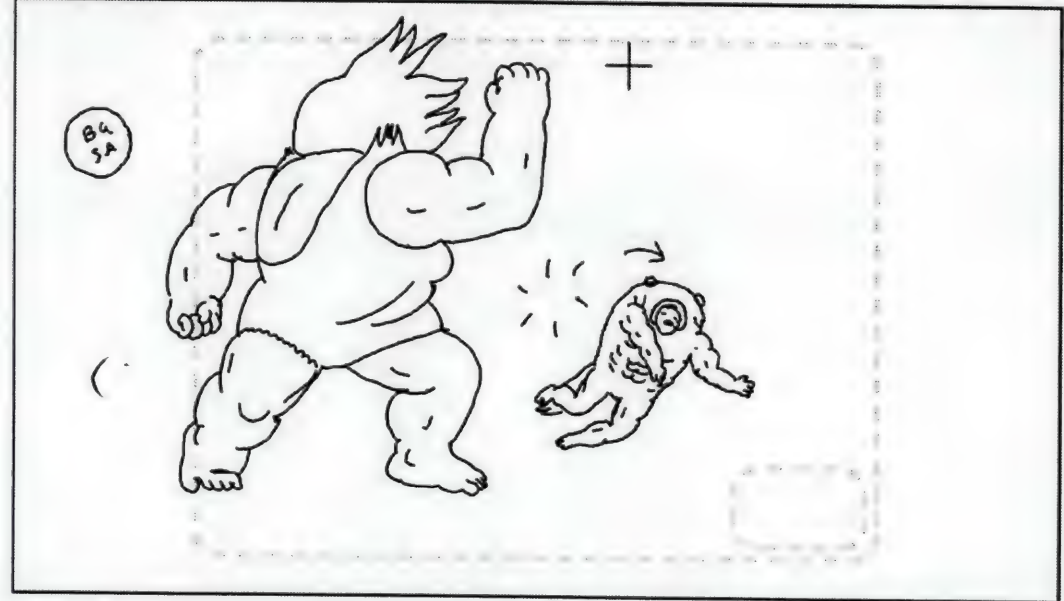
day night



Sc. **137 cont** Pnl. **ZC**

Bg.

day night



Dialog:

Action:

Timing:



+

**SFX/ SMACK!!**

**F/ NUG!!!**

**-S. PUNCHES JS.**

DEC 17 2015

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EPISODE #

1034/244

Production :

1034/244

1034/244

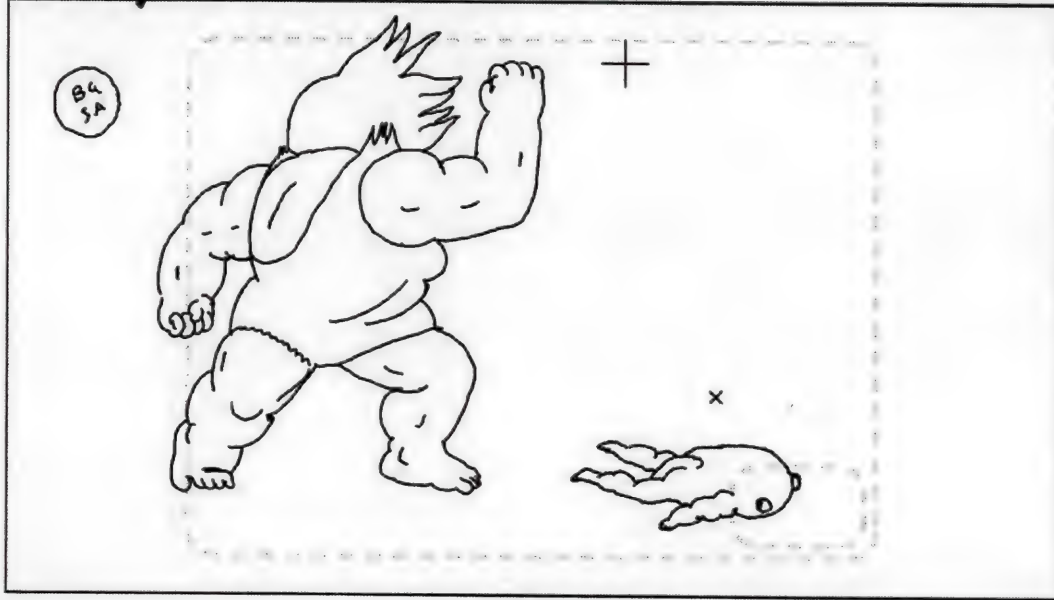
# ADVENTURE TIME



Sc. **137 cont** Pnl. **ZD**

Bg.

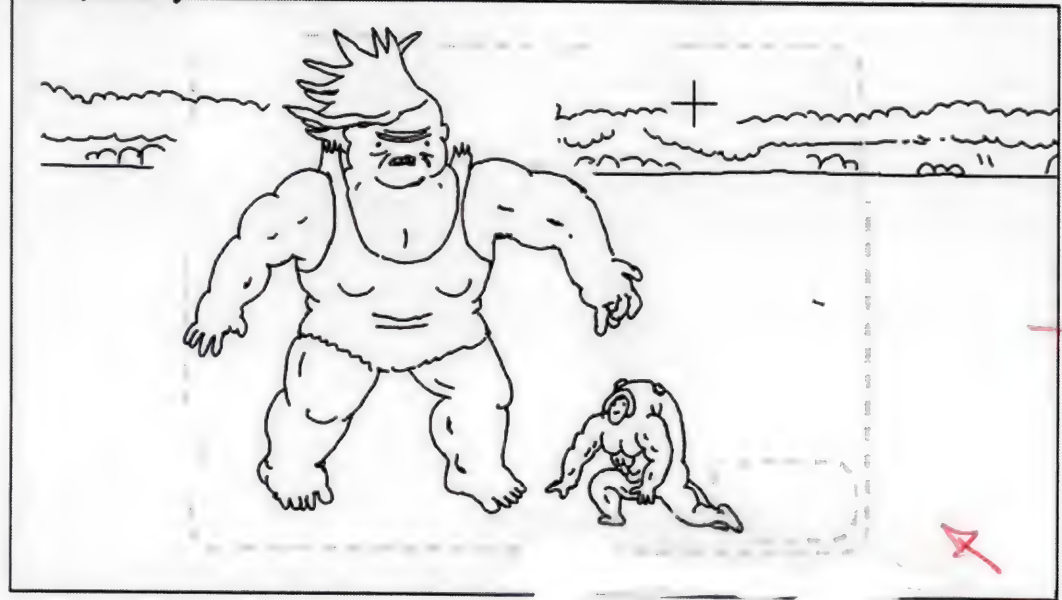
day night



Sc. **137 cont** Pnl. **ZE**

Bg.

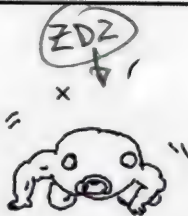
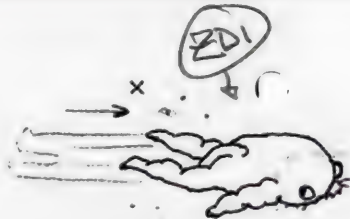
day night



Dialog:

Action:

Timing:



DEC 17 2015

Production :

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1034/244

1034/244

*ASTA  
Diag Panel*



# ADVENTURE TIME

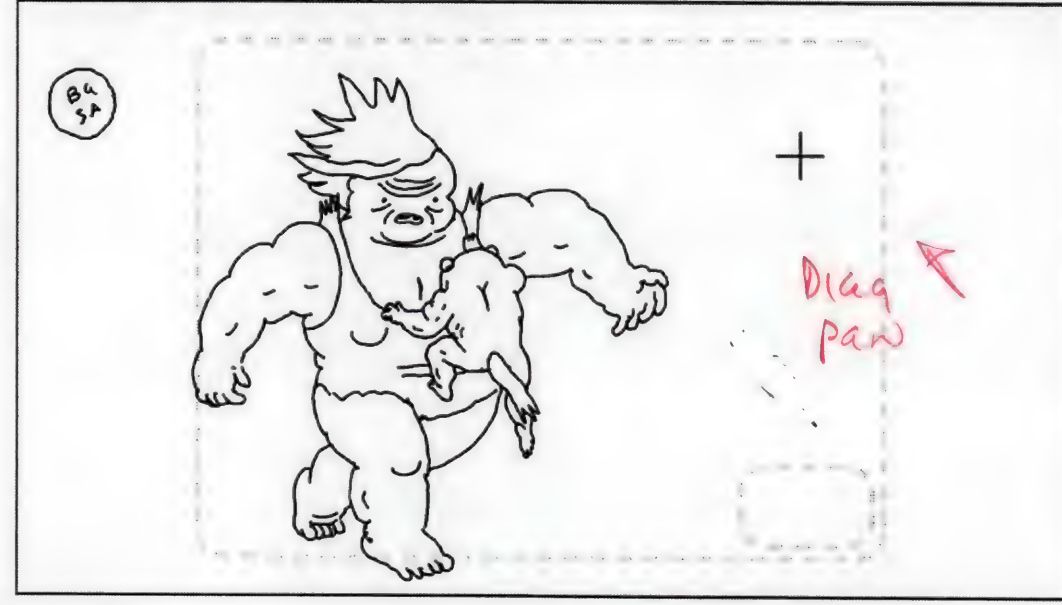


Page **278**  
day night

Sc. **137 cont** Pnl. **ZF**

Bg.

day night



Sc. **137 cont** Pnl. **ZG**

Bg.

day night



|                         |  |
|-------------------------|--|
| Dialog:                 |  |
| (F) (✓) SUSAN THIS IS - |  |
| Action:                 |  |
| DEC 17 2015             |  |
| Timing:                 |  |

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EPISODE #

1034/244

Production :

1034/244

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# ADVENTURE TIME



Page **279**

Sc. **137 cont** Pnl. **ZH** Bg. day night



Dialog:

Action:

Timing:

DEC 17 2015

EPISODE # 1034-244

Production:

1034/244

1034/244

1034'244

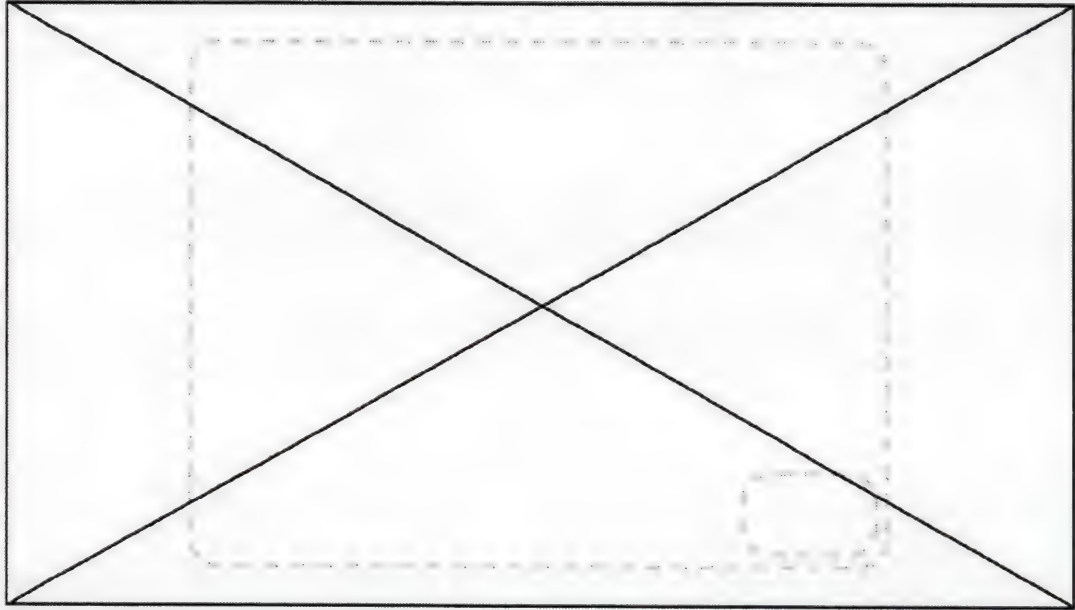


ADVENTURE TIME



Page **280**

Sc. — Pnl. — Bg. — day night



Sc. **197 cont** Pnl. **21** Bg. — day night



|         |                              |
|---------|------------------------------|
| Dialog: | SFX: <b>CRAQ</b>             |
| Action: | <b>HEAD BUTT</b> DEC 17 2015 |
| Timing: | FAST, LIKE A CATTLE GUN      |

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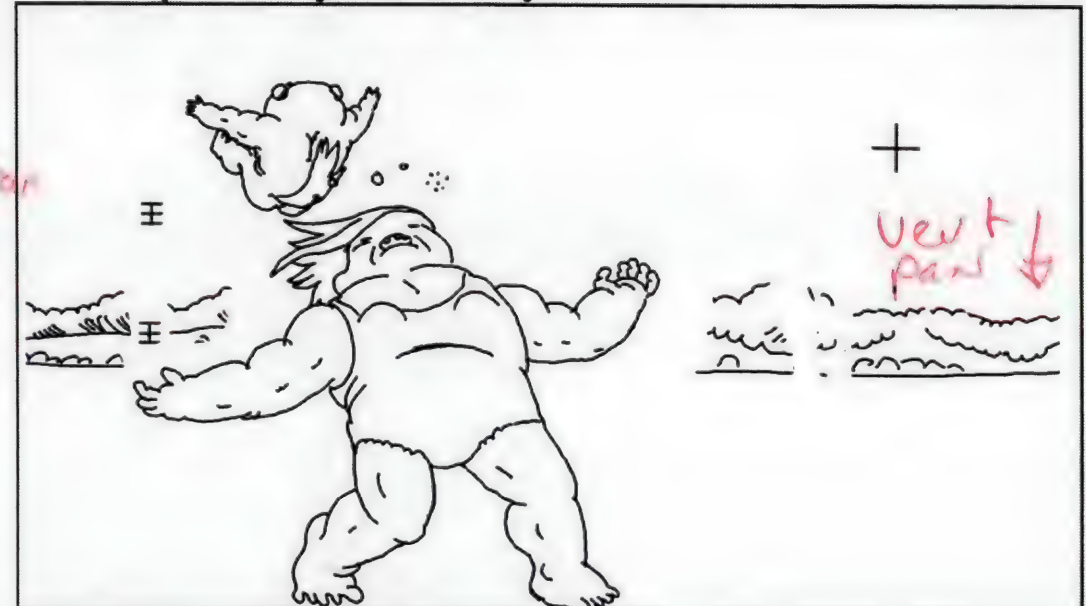


Page **281**  
day night

Sc. **137 cont** Pnl. **ZJ** Bg.



Sc. **137 cont** Pnl. **ZK** Bg.



Dialog:

Action:

Timing:



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Production :

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# ADVENTURE TIME

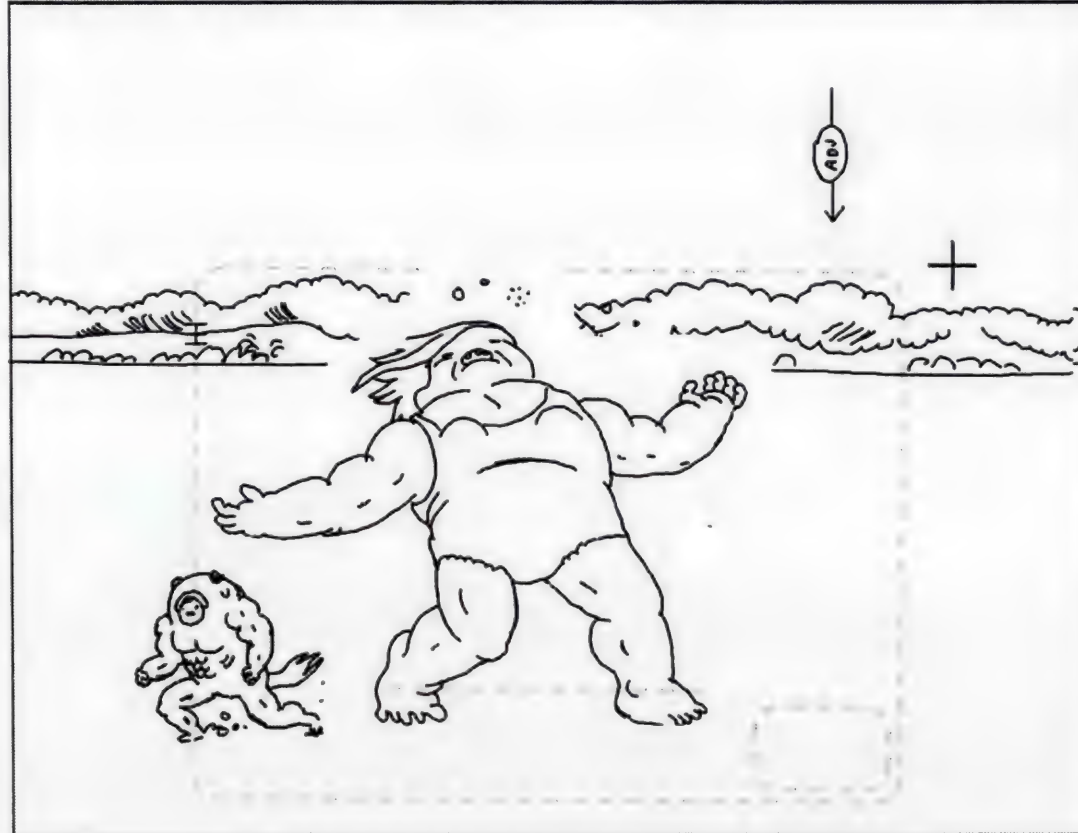


Page **282**

Sc. **137 cont** Pnl. **ZL**

Bg.

day night



DEC 17 2015

©/FOR YOUR OWN --

Wel being

-JS LANDS . ADJ. W/JS.

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EPISODE #

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Production :

1034/244

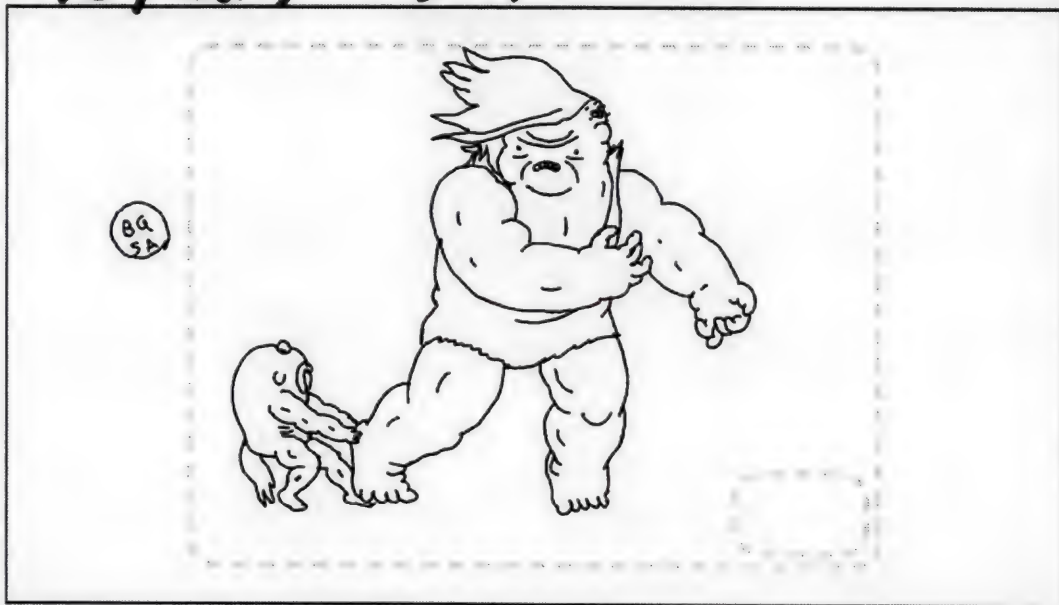
# ADVENTURE TIME



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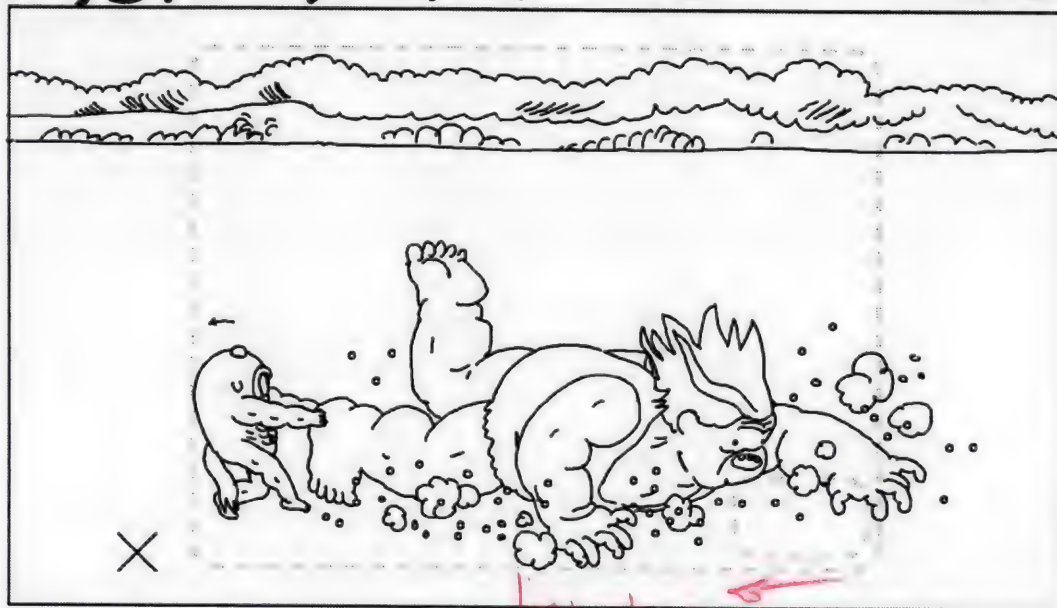
Sc. **137 cont** Pnl. **ZM** Bg.

day night



Sc. **137 cont** Pnl. **ZN** Bg.

day night



Dialog:

C

(SPX) WHUMP!

Action:

-JS YANKS ANKLE

DEC 17 2015

Timing:

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Production :

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# ADVENTURE TIME



Page **284**  
day night

Sc. **137 CONT** Pnl. **20** Bg.



Sc. **137 CONT** Pnl. **21** Bg.



Dialog:

(THROUGHOUT  
SCENE)

ⓕ

NNNNYYYYYEAHHHH!

Action:

Timing:

DEC 17 2015

Production :

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1034/244

# ADVENTURE TIME

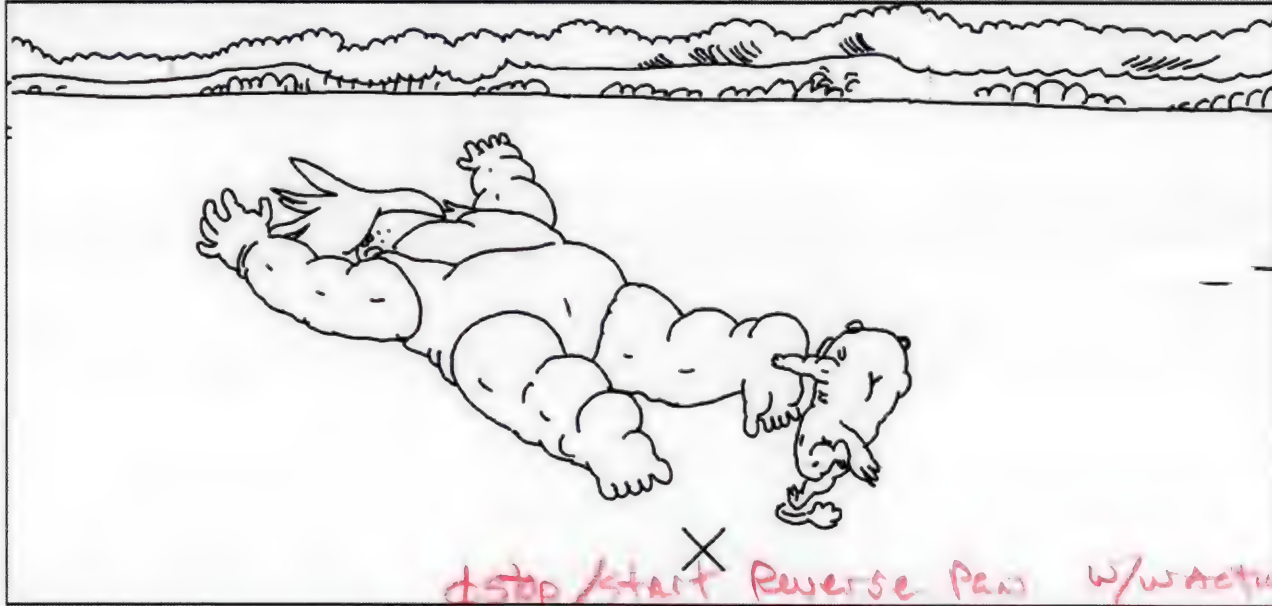


Page **285**

Sc. **137 cont** Pnl. **20**

Bg.

day night



*stop/start Reverse Pan w/w action*

|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

DEC 17 2015

Production :

EPISODE #

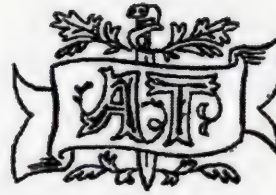
1034-244

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1034/244



# ADVENTURE TIME



Page **286**

Sc. **137 cont** Pnl. **ZR**

Bg.

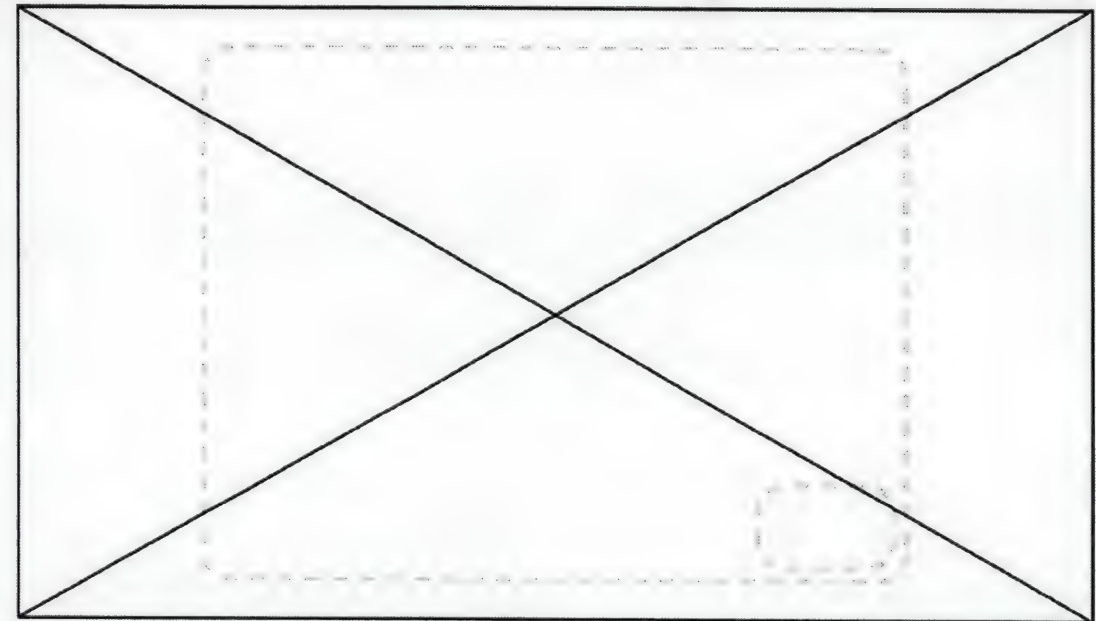
day night

Sc. -

Pnl. -

Bg. -

day night



Dialog:

Action:

Timing:

DEC 17 2015

EPISODE #

Production :

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1034/244

1034/244

# ADVENTURE TIME

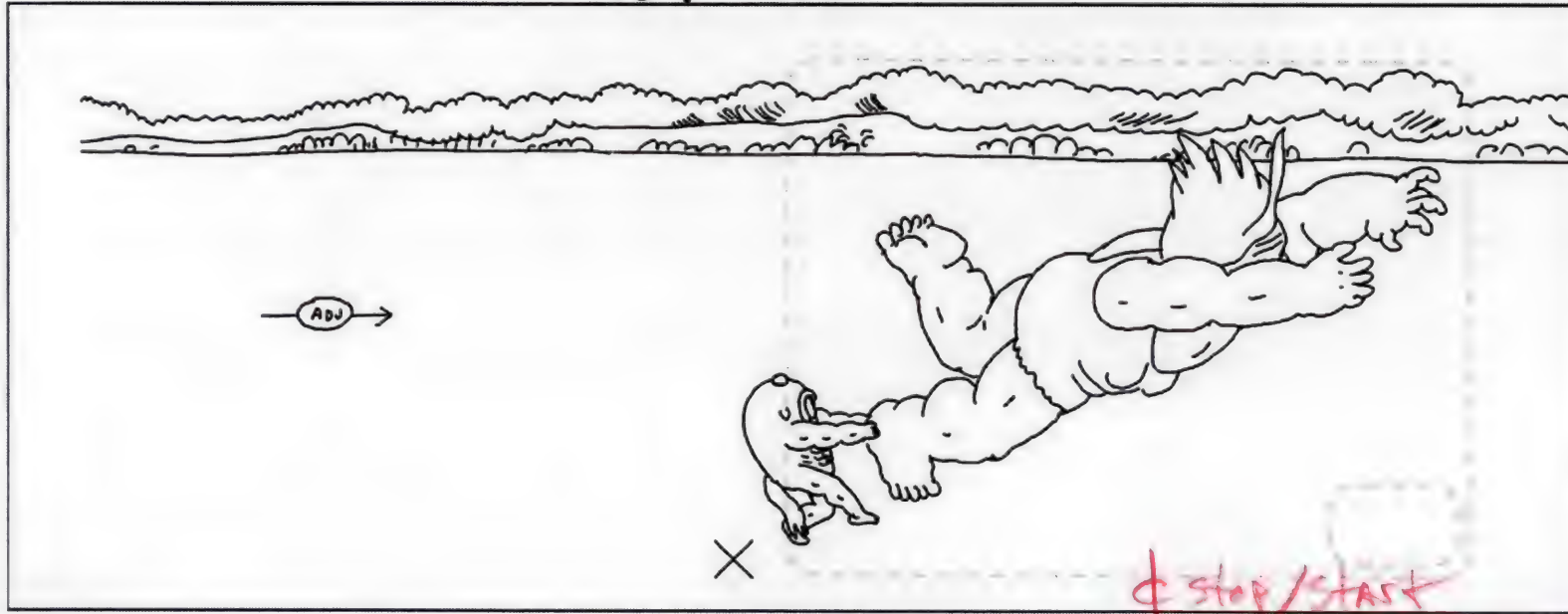


Page **287**

Sc. **137 CONT** Pnl. **ZS**

Bg.

day night



Dialog:

Reverse Para w/w Action  
←

Action:

DEC 17 2015

Timing:

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EPISODE #

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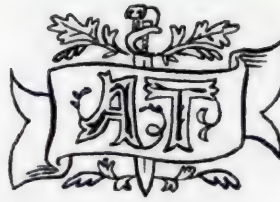
Production :

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1034/244



# ADVENTURE TIME



Sc. *137 CONT* Pnl. *ZT*

Bg.

day night

Page *288*  
*288A NEXT*



|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

DEC 17 2015

EPISODE # 1034-244

Production:

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1034/244

# ADVENTURE TIME



Sc. 137 cont Pnl. 24

Bg.

Page

288A  
289 NEXT

da night

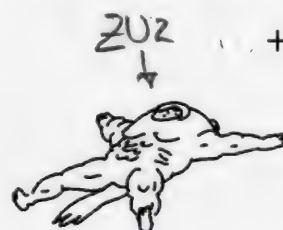
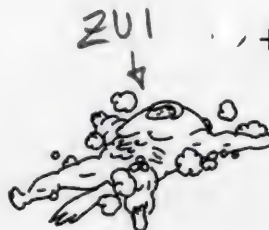
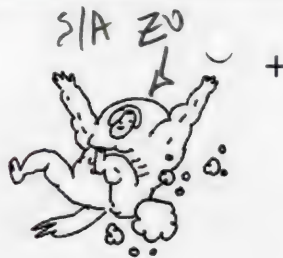


④ AH !!!

Dialog:

Action:

Timing:



DEC 17 2015

Production :

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# ADVENTURE TIME



Page **289**

Sc. **137 cont** Pnl. **ZV**

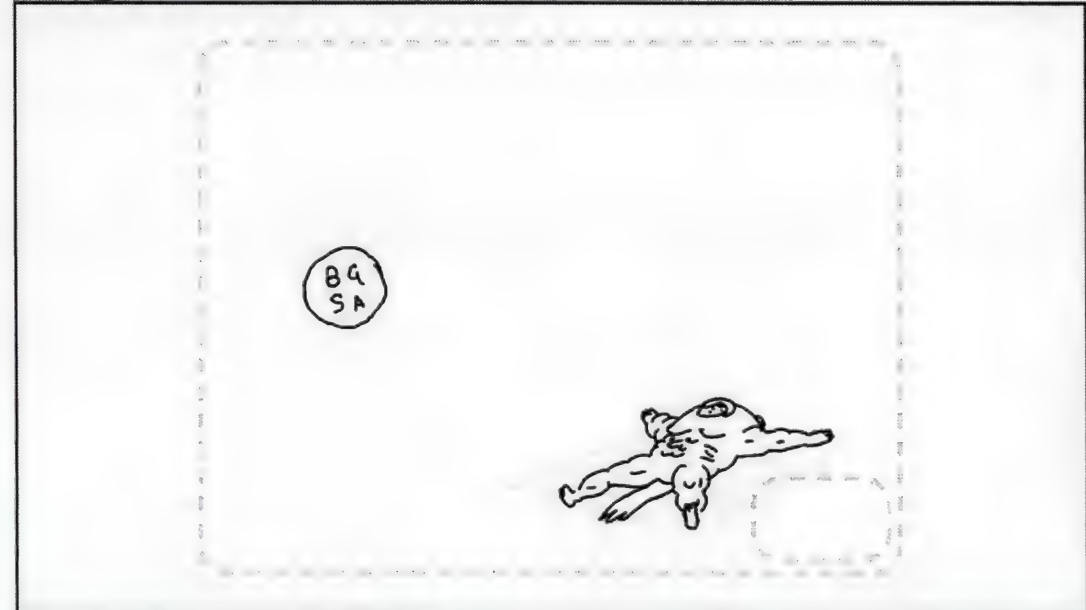
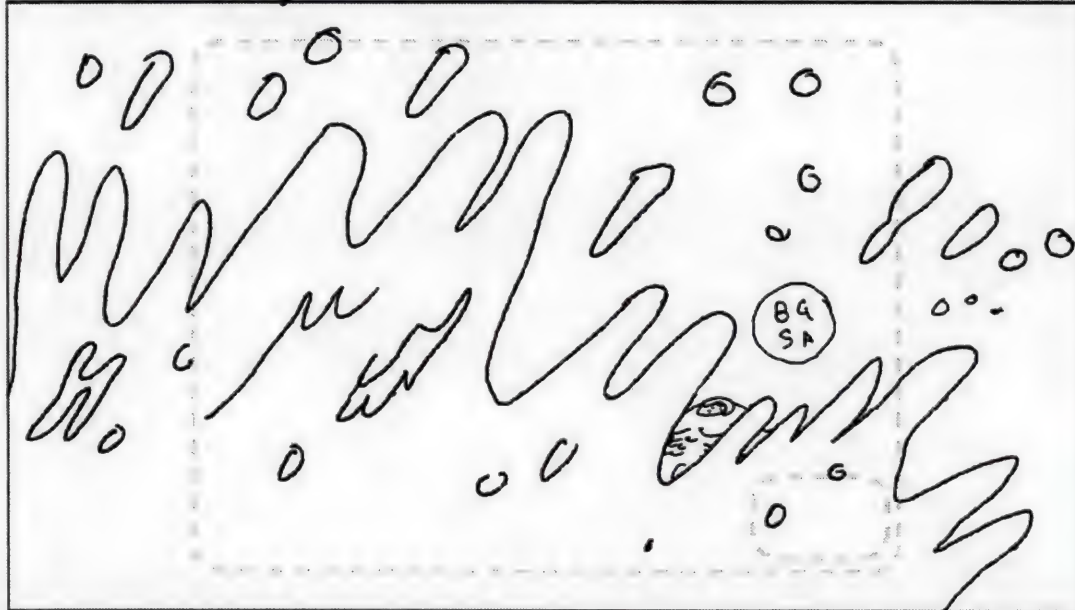
Bg.

day night

Sc. **137 cont** Pnl. **ZW**

Bg.

day night



Dialog:

(SFX)

**SPLASH**

Action:

Timing:

DEC 17 2015

EPISODE #

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Production :

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# ADVENTURE TIME



Page **290**

Sc. **138**

Pnl. **A**

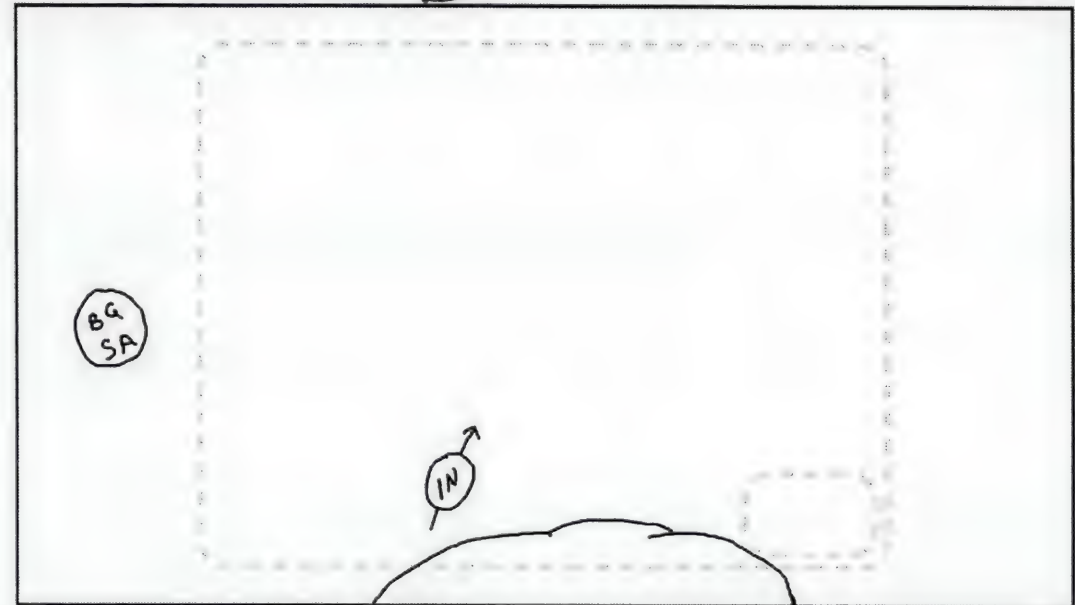
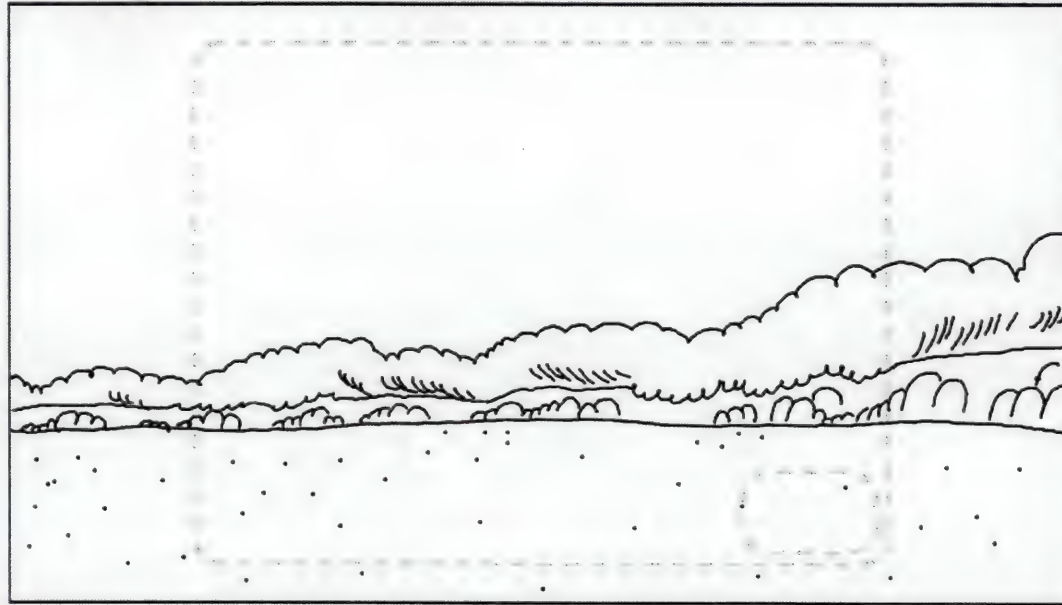
Bg.

day night

Sc. **138 cont** Pnl. **B**

Bg.

day night



|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

DEC 17 2015

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# ADVENTURE TIME

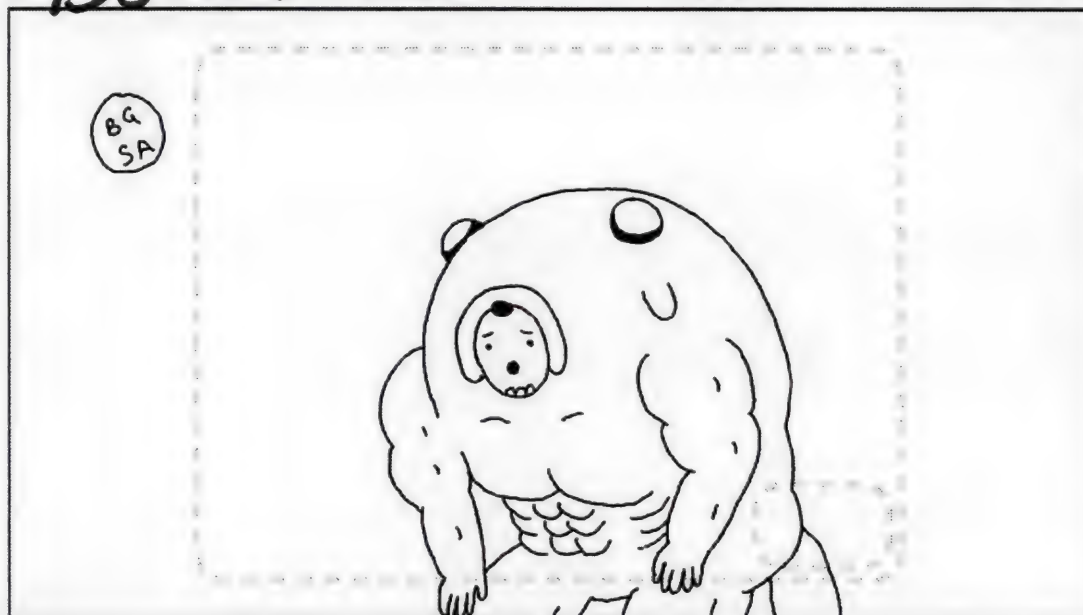


Page **291**  
day night

Sc. **138 cont** Pnl. **C**

Bg.

day night



Sc. **138 cont** Pnl. **D**

Bg.

day night



Dialog:

(F) BREATHING HEAVY.

(F) SUSAN, ARE YOU OKAY? I MEAN...

Action:

LOUDER.

DEC 17 2015

Timing:

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EPISODE #

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Production :

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# ADVENTURE TIME

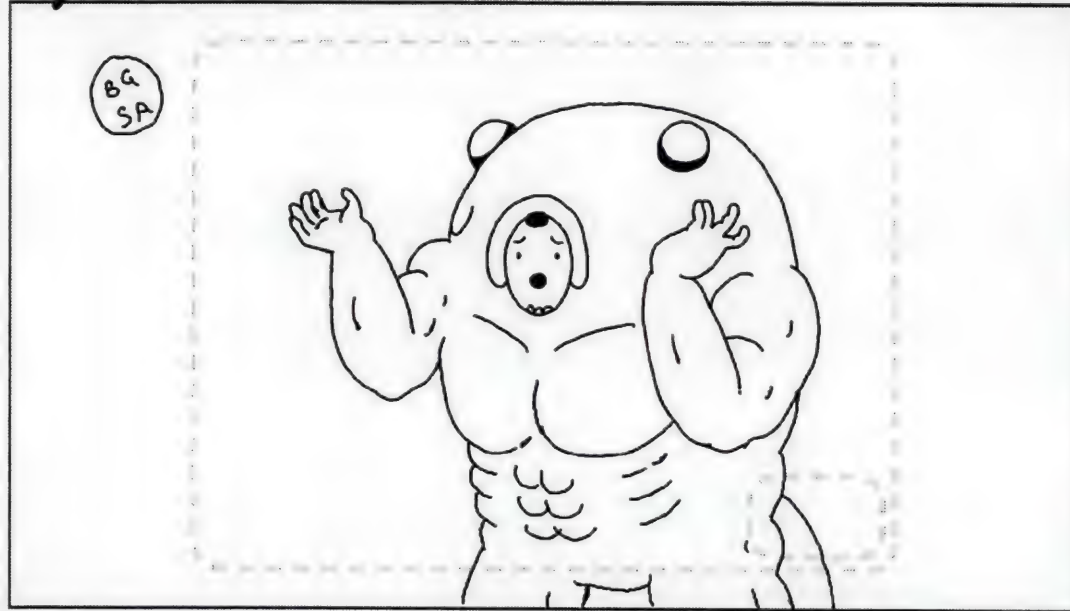


Page **292**  
day night

Sc. **138 cont** Pnl. **E**

Bg.

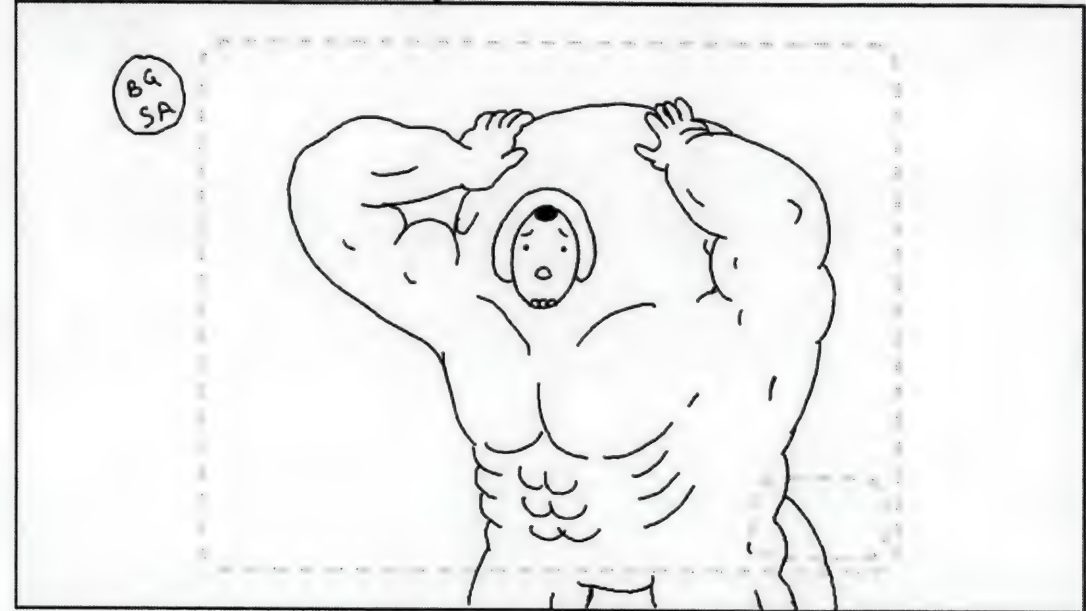
day night



Sc. **138 cont** Pnl. **F**

Bg.

day night



Dialog:

**E** (CONT) I DON'T UNDERSTAND,

**E** (CONT) IF YOU WANT ME TO GO

Action:

Timing:

DEC 17 2015

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EPISODE #

Production :

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# ADVENTURE TIME

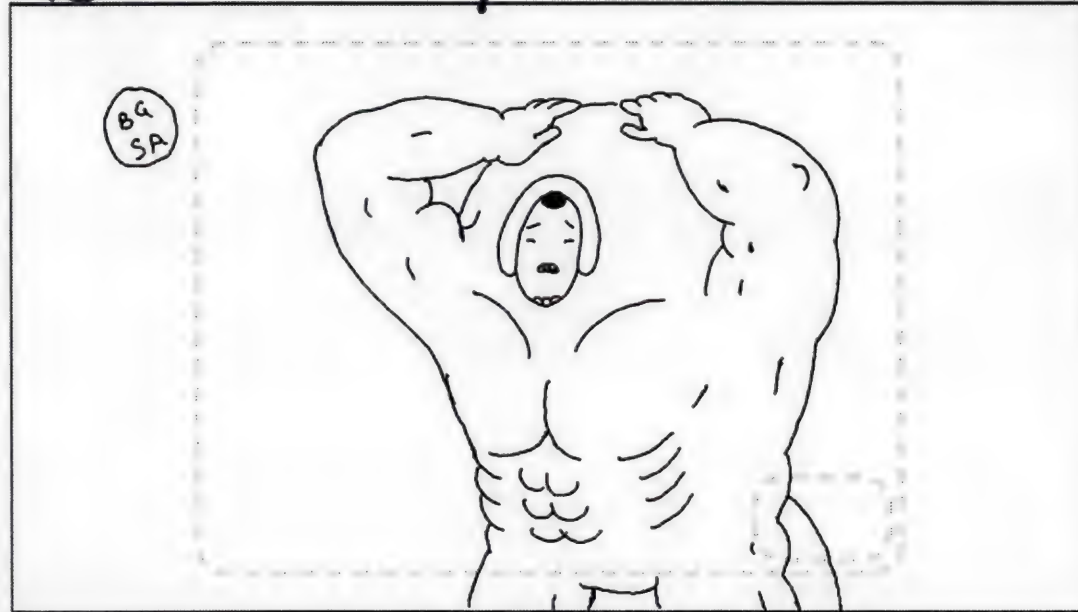


Page **293**

Sc. **138 cont** Pnl. **G**

Bg.

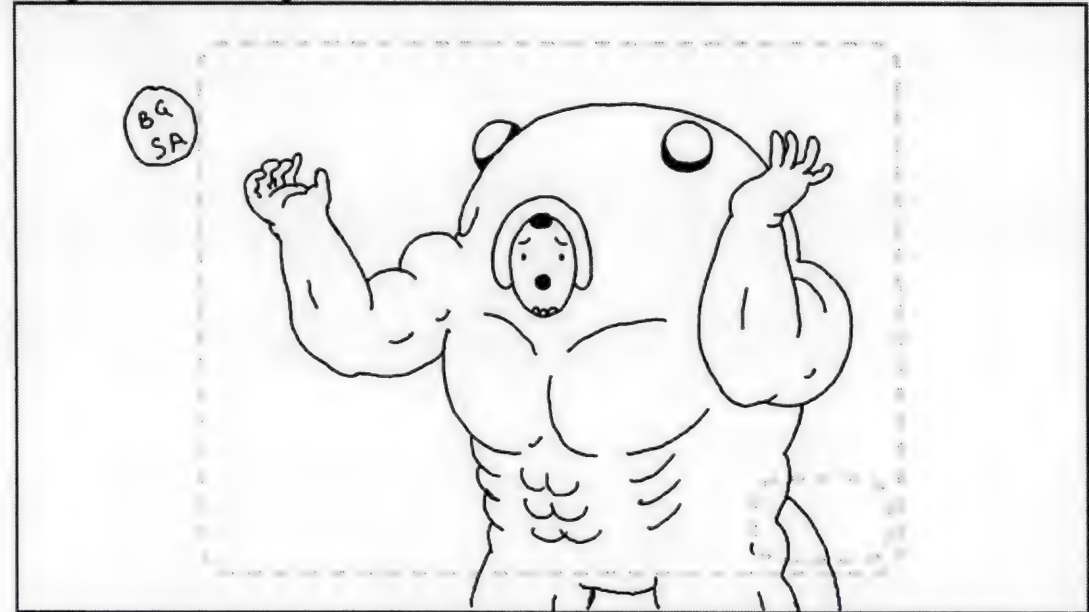
day night



Sc. **138 cont** Pnl. **H**

Bg.

day night



Dialog:

*Finn* Somewhere

© (CONT) ...  
you can Just Ask

Action:

DEC 17 2013

Timing:

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EPISODE #

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Production :

1034/244

# ADVENTURE TIME

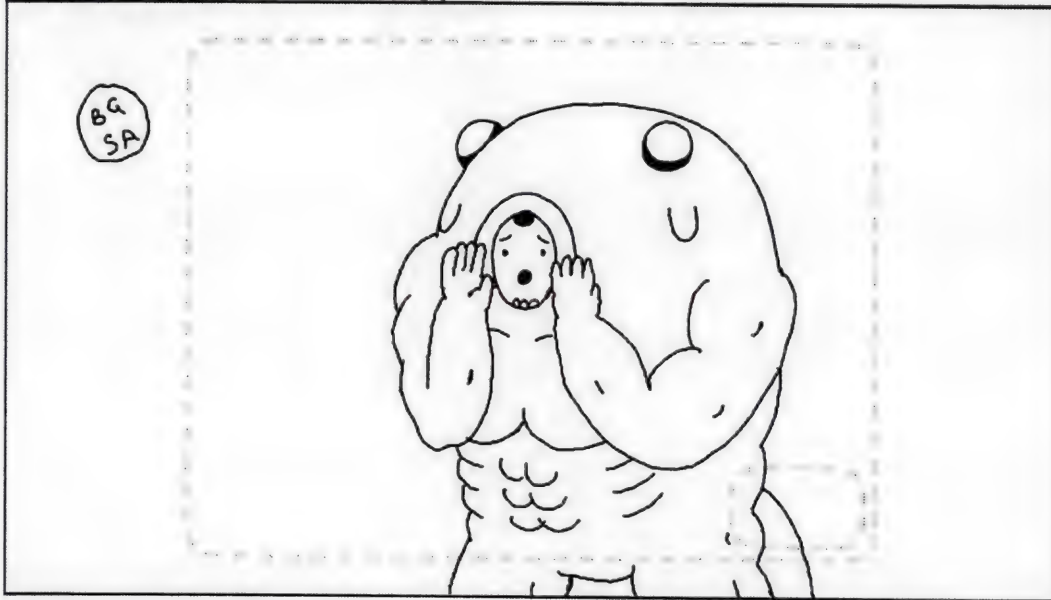


Sc. 138 cont

Pnl. I

Bg.

day night

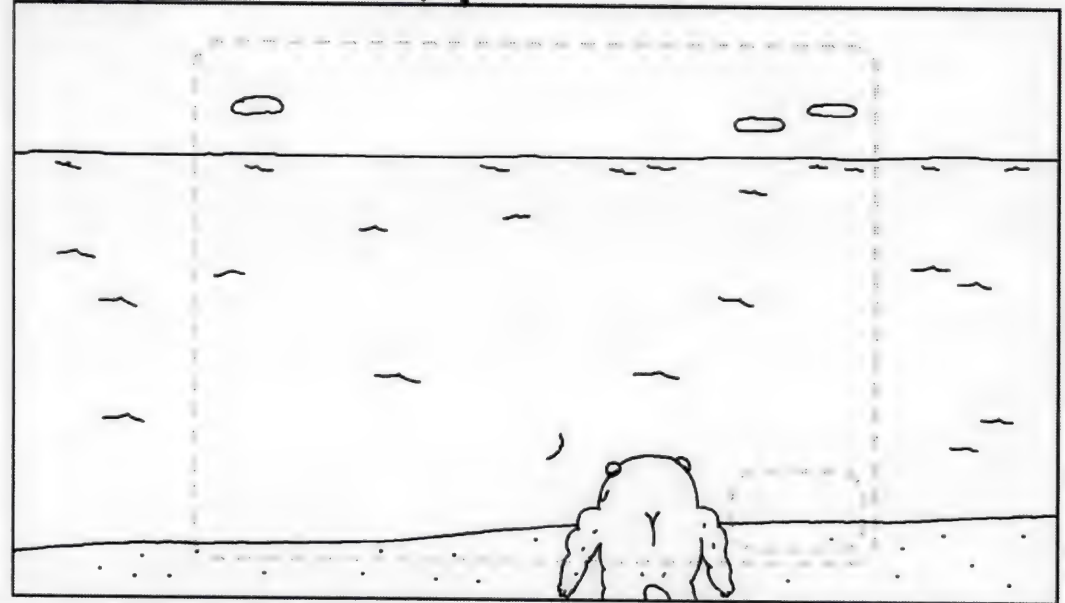


Sc. 139

Pnl. A

Bg.

day night

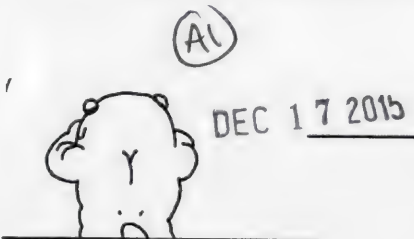


Dialog:

... FW I'd probably go

Action:

Timing:



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Production :

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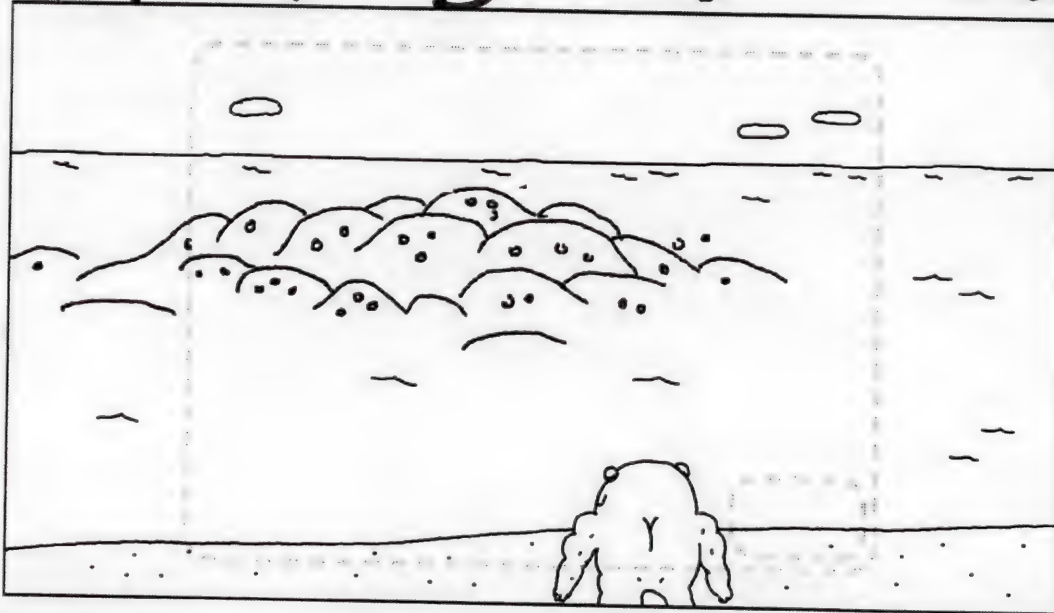
# ADVENTURE TIME



Sc. **139 cont** Pnl. **B**

Bg.

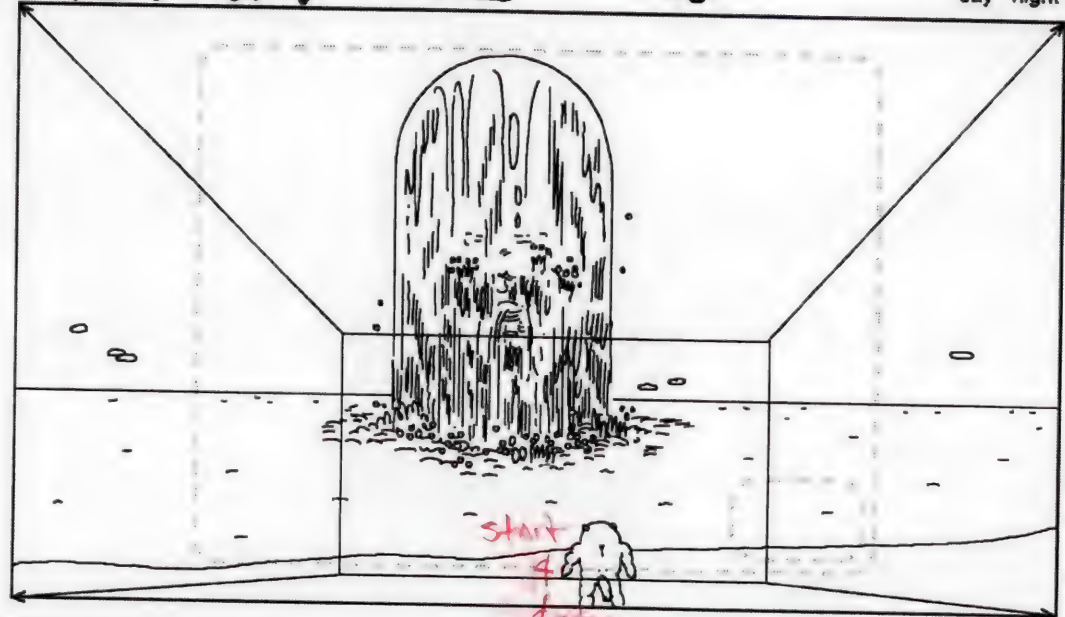
day night



Sc. **139 cont** Pnl. **C**

Bg.

day night



Dialog:

(SFX) - BURBLE BURBLE BURBLE  
- BURBLE BURBLE -

Action:

A GREAT BURBLING.

- SUSAN RISES FROM WATER.

DEC 17 2015

Timing:

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Production :

1034/244

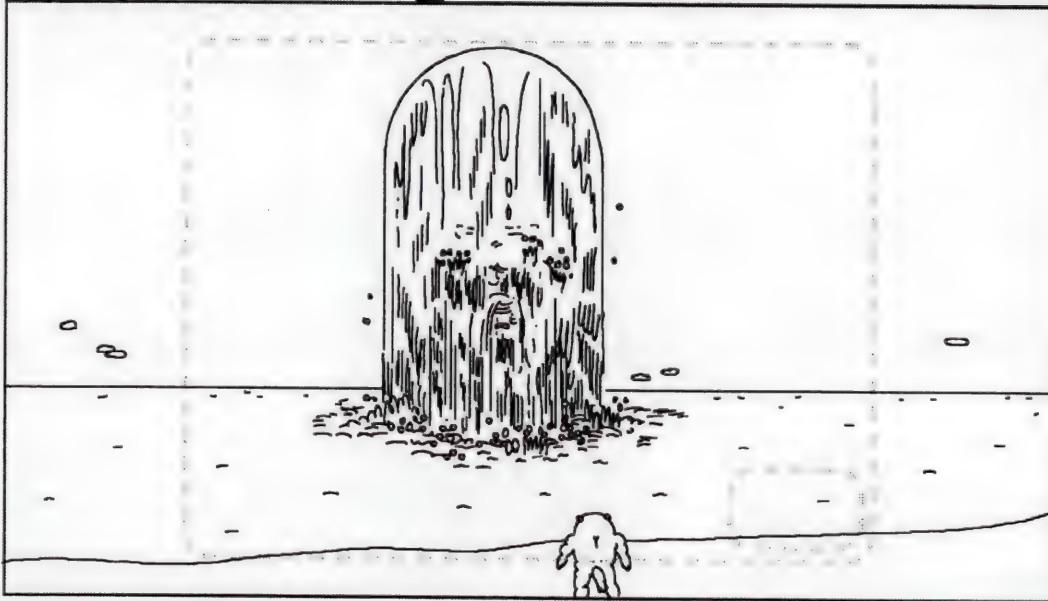
# ADVENTURE TIME



Sc. **139 cont** Pnl. **D**

Bg.

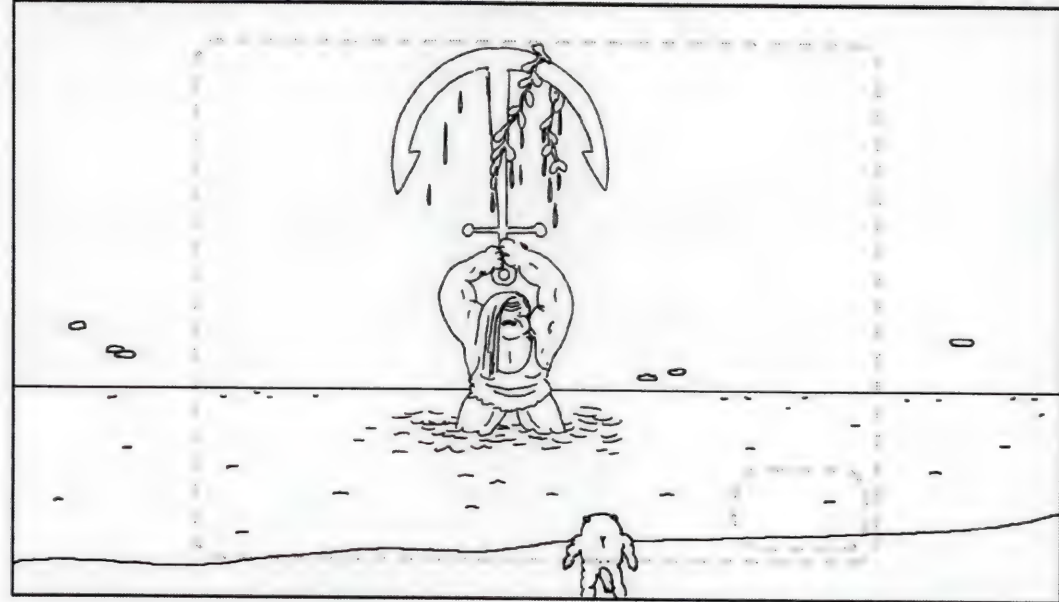
day night



Sc. **139 cont** Pnl. **E**

Bg.

day night



Dialog:

Action:

- WATER STREAMS DOWN  
SUSAN, BACK INTO OCEAN.

DEC 17 2015

Timing:

1034-244

EPISODE #

1034/244

Production :

1034/244

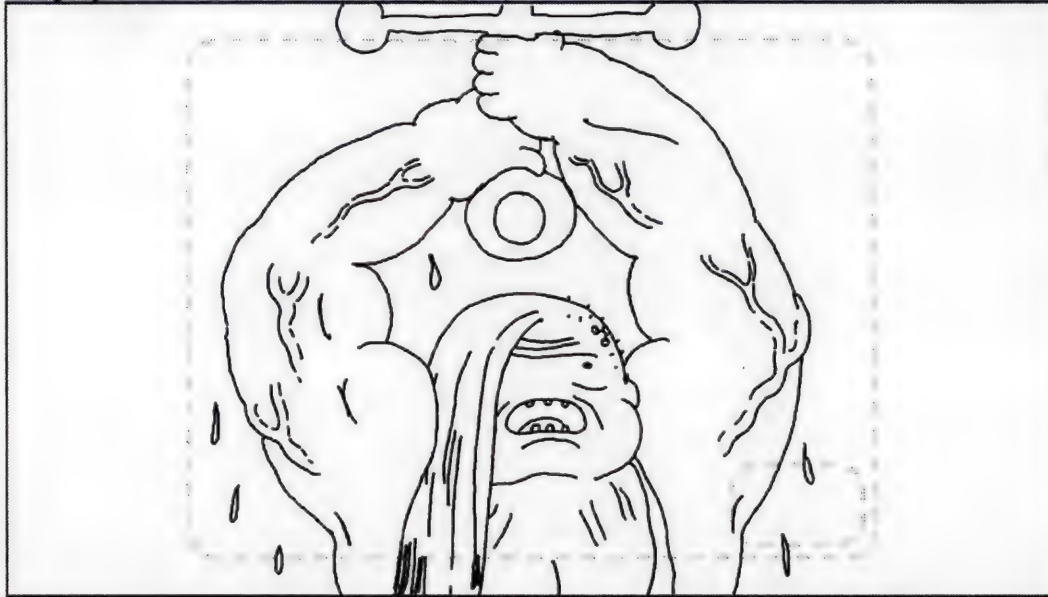


# ADVENTURE TIME

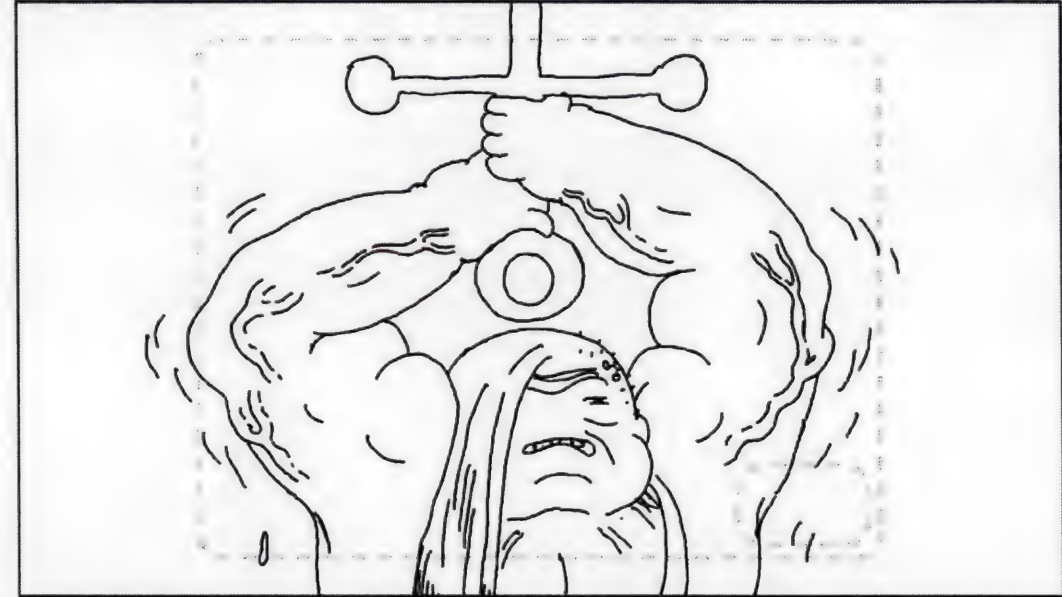


Page **297**

Sc. **140** Pnl. **A** Bg. day night



Sc. **140 cont** Pnl. **B** Bg. day night



|                                                                                                                                                                                                                                                                                                                                                                                      |  |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| <p><b>Dialog:</b></p> <p> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">S</span>             IRRELEVANT! THE PRIMARY<br/>             OBJECTIVE <u>MUST</u> BE COMPLETED!             <span style="margin-left: 100px;"> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">S</span>             Y Y Y Y A             </span> </p> |  |
| <p><b>Action:</b></p> <p style="text-align: right;">DEC 17 2015</p>                                                                                                                                                                                                                                                                                                                  |  |
| <p><b>Timing:</b></p>                                                                                                                                                                                                                                                                                                                                                                |  |

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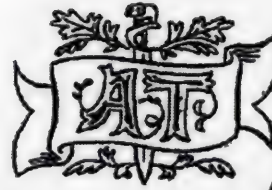
Production :

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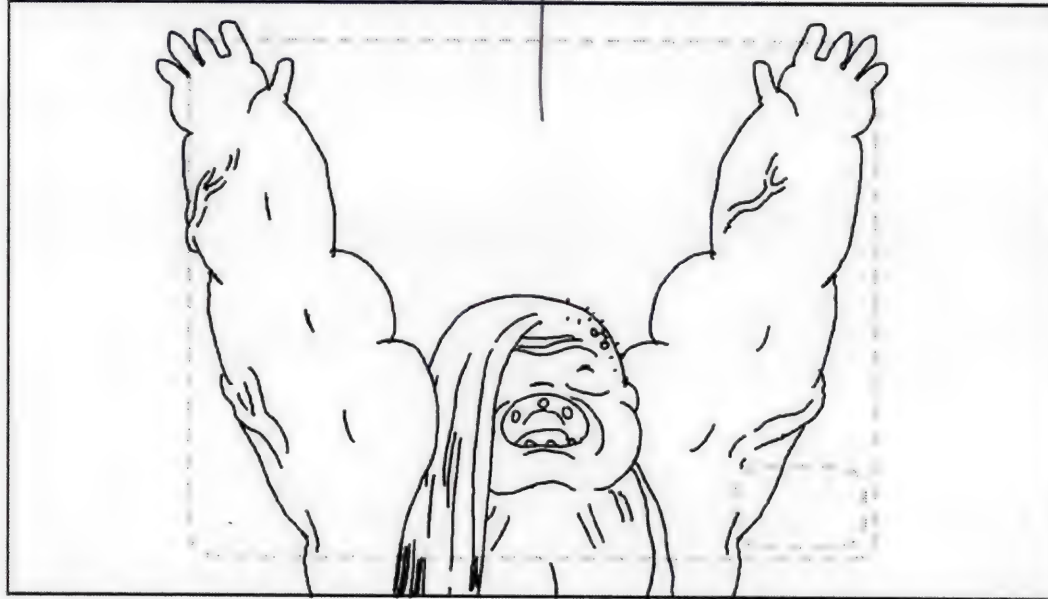
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# ADVENTURE TIME



Sc. 140 cont Pnl. C <sup>(OUT)</sup> Bg.

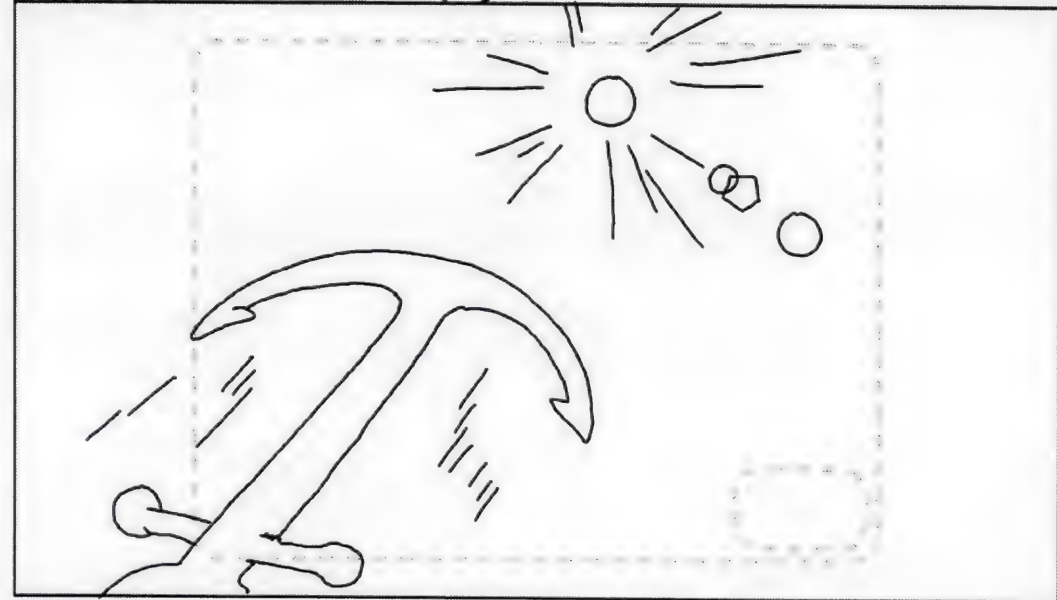
day night



Sc. 141

Pnl. A Bg.

Page 298  
day night



Dialog:

③ (CONT) A A A !

Action:

- S. THROWS ANCHOR OFF/S.

DEC 17 2015

Timing:

1034-244

EPISODE #

1034/244

Production :

1034/244



# ADVENTURE TIME



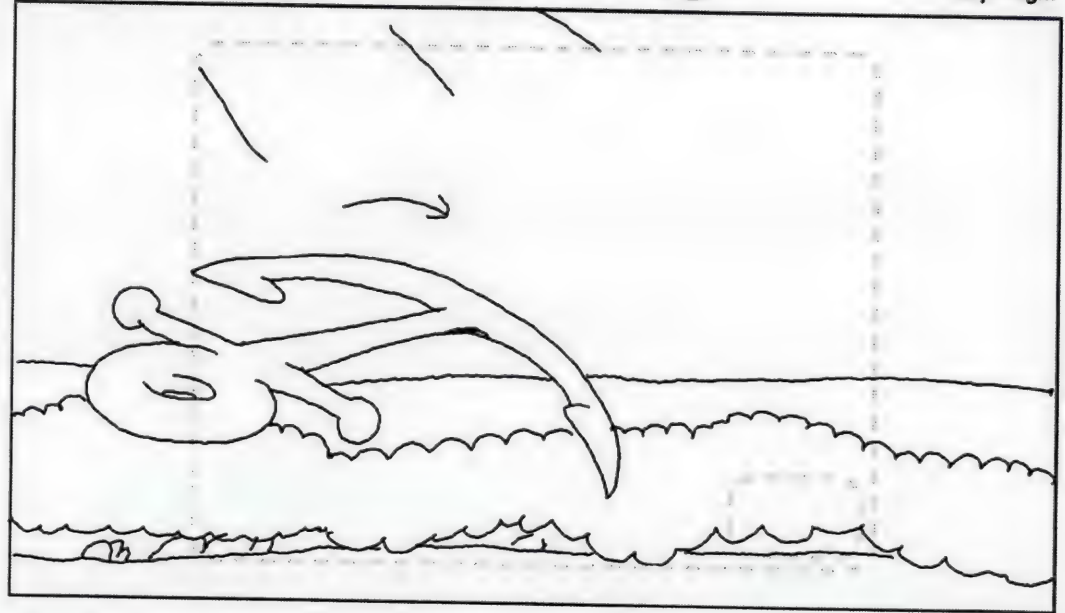
Sc. *14/ cont* Pnl. *B* Bg.

day night



Sc. *14/ cont* Pnl. *C* Bg.

day night



Dialog:

Action:

LOST IN THE SUN.

Timing:

DEC 17 2015

Production :

EPISODE #

1034-244

1034/244

1034/244

Page *299*

# ADVENTURE TIME

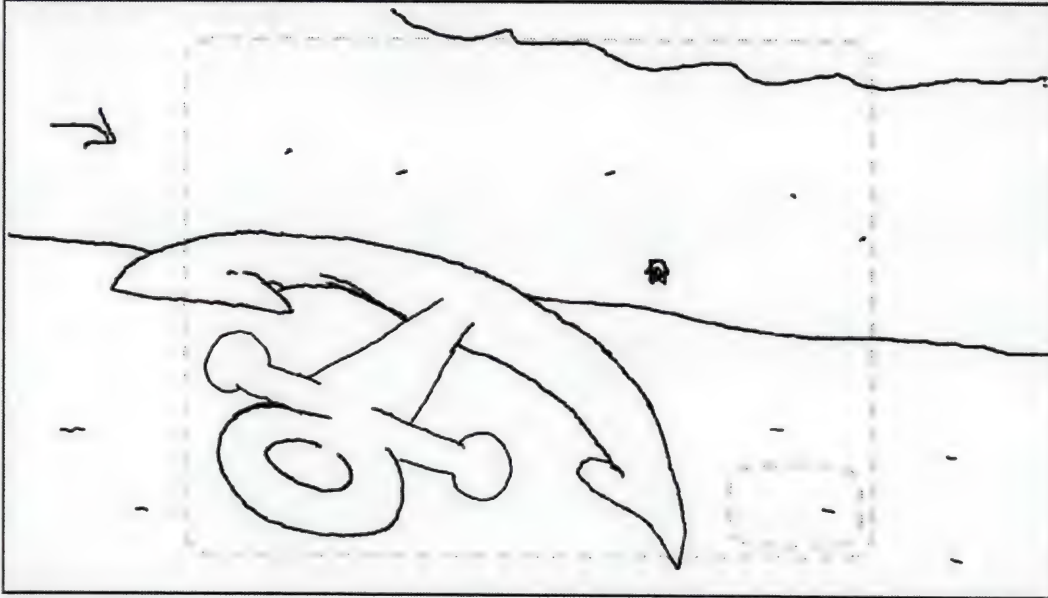


Page **300**  
day night

Sc. **141 cont** Pnl. **D**

Bg.

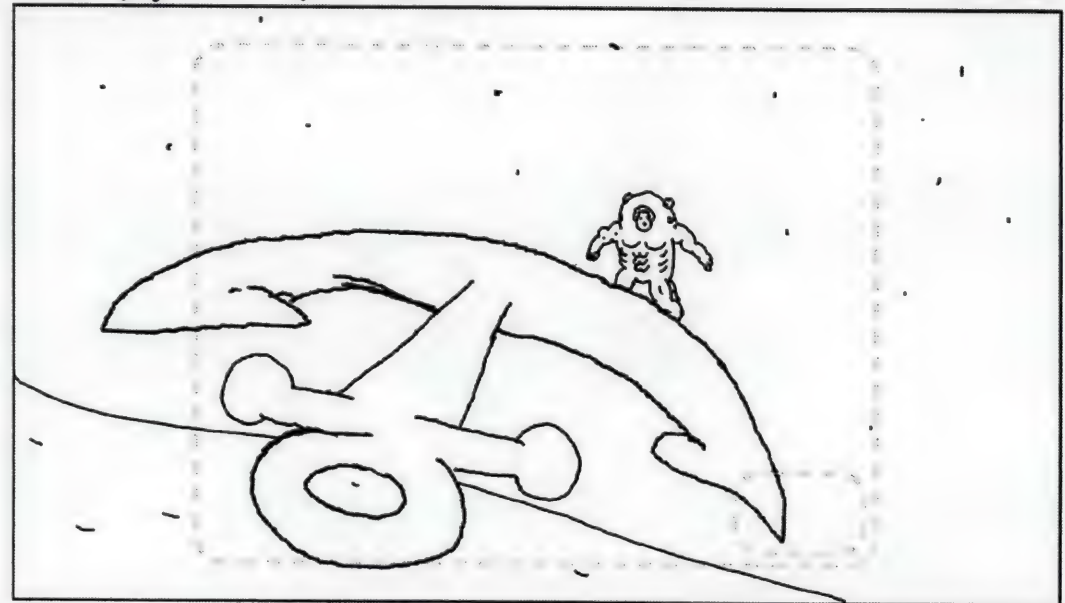
day night



Sc. **141 cont** Pnl. **E**

Bg.

day night



1034-244

EPISODE #

1034/244

Production :

Dialog:

Sfx: **BOMB** WHISTLE →

Action:

DEC 17 2015

Timing:

1034/244



# ADVENTURE TIME



Page **301**

Sc. **141 cont** Pnl. **F**

Bg.

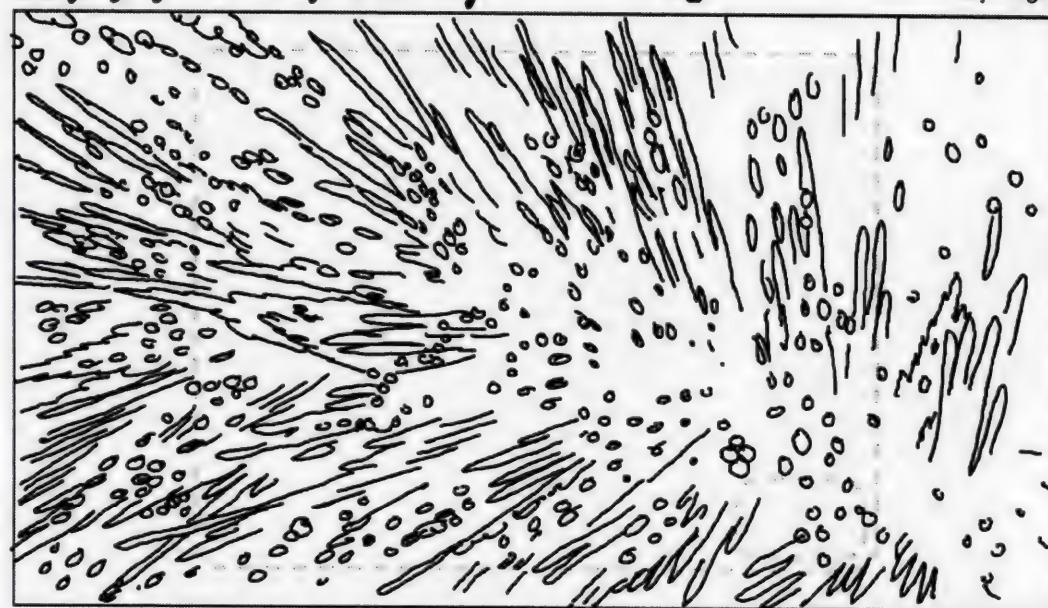
day night



Sc. **141 cont** Pnl. **G**

Bg.

day night



Dialog:

**BOOM**

Action:

Timing:

DEC 17 2015

Production :

EPISODE #

1034-244

1034/244

1034/244

# ADVENTURE TIME



Page **302**  
day night

Sc. **141 cont** Pnl. **H**

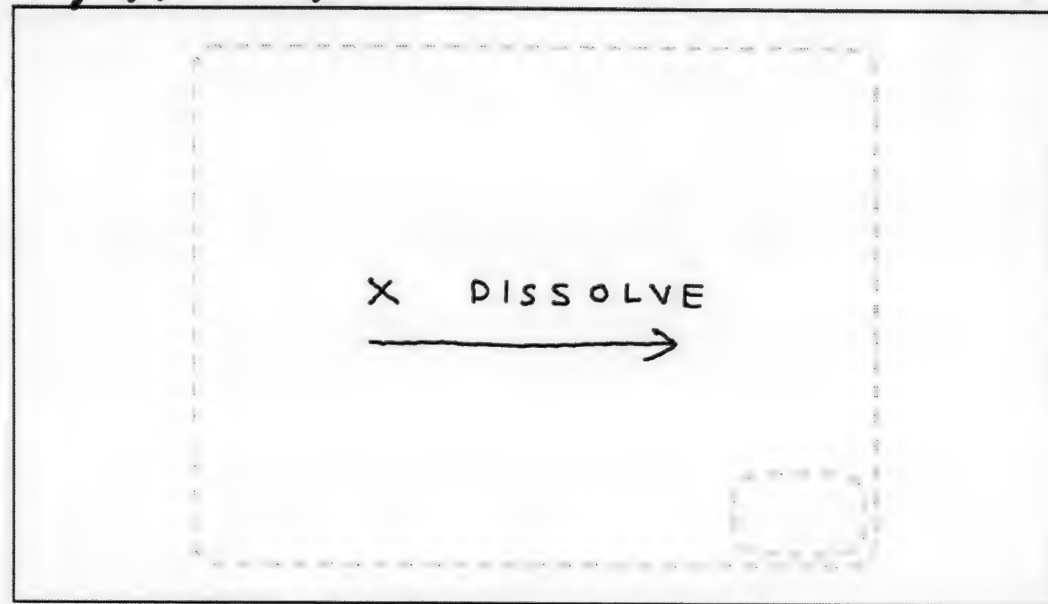
Bg.

day night

Sc. **141 cont** Pnl. **-**

Bg. **-**

day night



Dialog:

**XX** X DISS

Action:

LIKE A WHITEOUT WITH SAND.

(I CAN'T REALLY

DEC 17 2011

Timing:

VISUALIZE THIS!)

Production :

EPISODE #

1034-244

1034/244

1034/244

1034/244



# ADVENTURE TIME



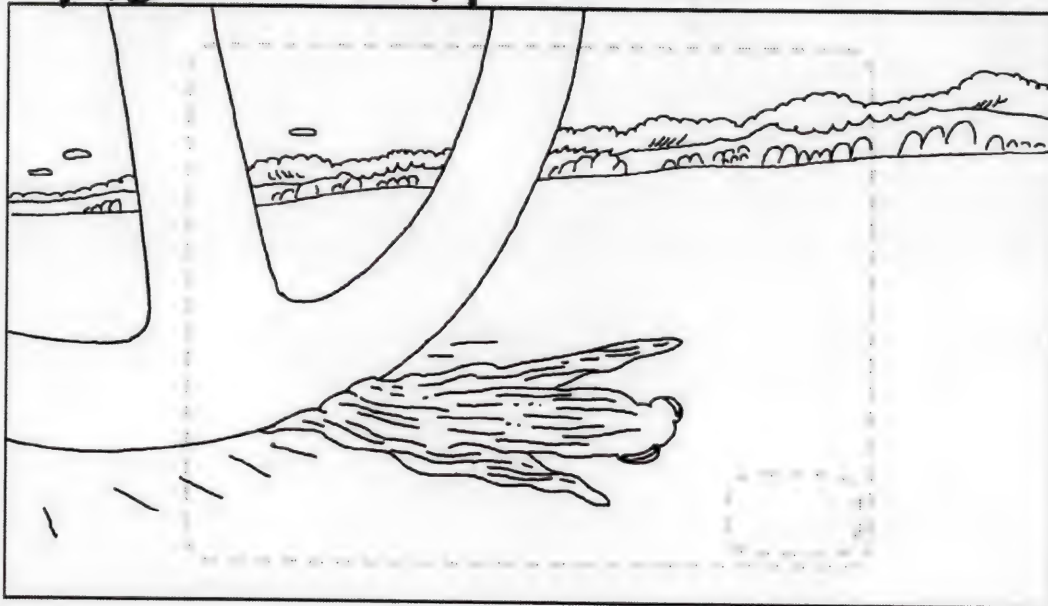
Page **303**

Sc. **142**

Pnl. **A**

Bg.

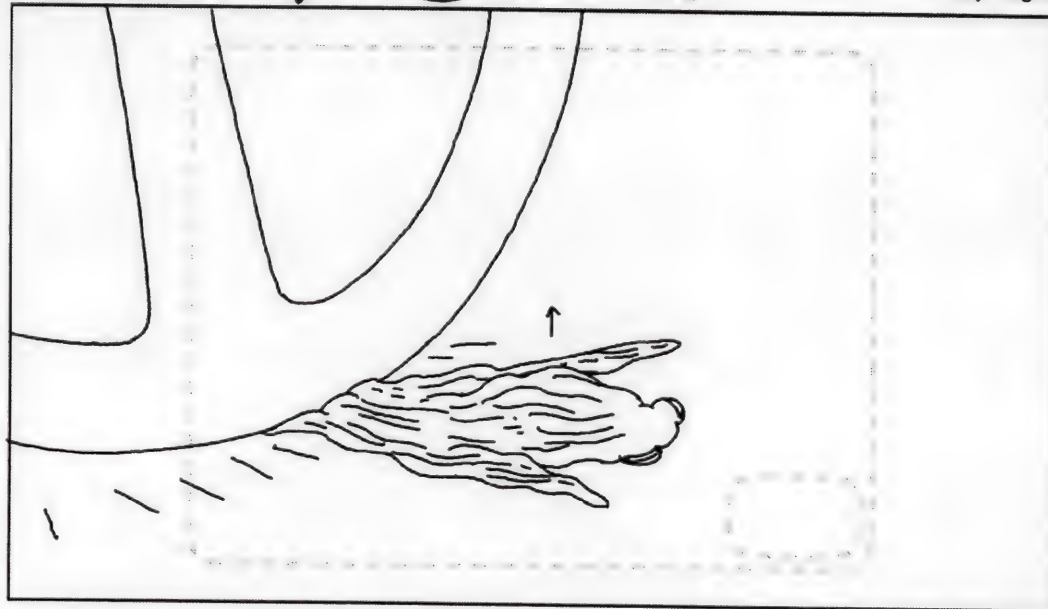
day night



Sc. **142 cont** Pnl. **B**

Bg.

day night



Dialog:

~~XX~~ X Diss

Action:

-JAKESUIT IS FLATTENED.

Timing:

DEC 17 2015

Production :

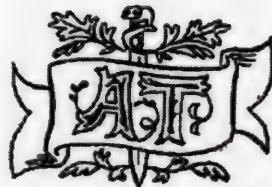
EPISODE #

1034-244

1034/244

1034/244

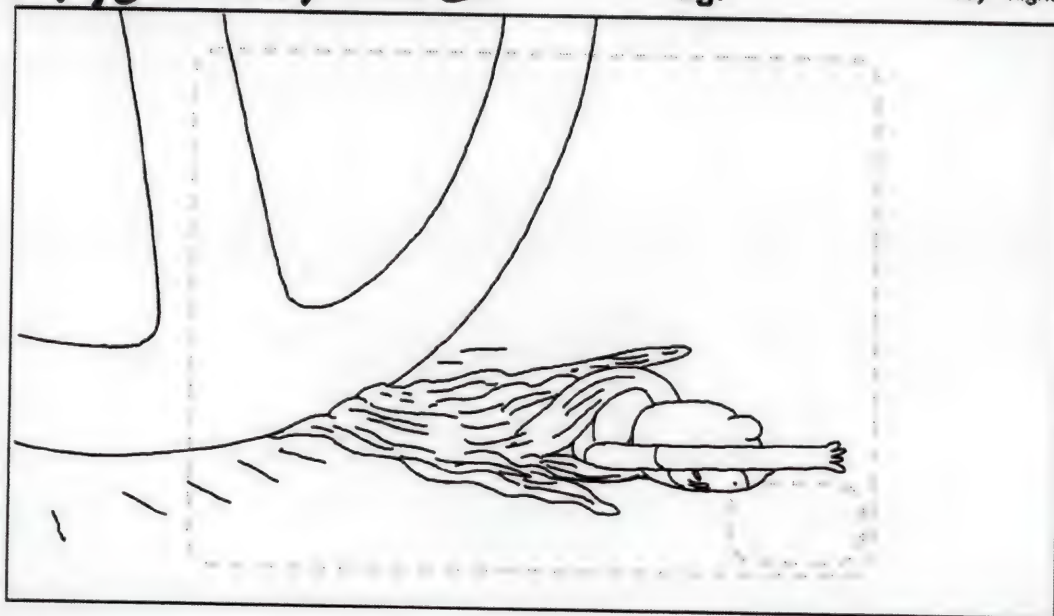
# ADVENTURE TIME



Sc. 142 CONT Pnl. C

Bg.

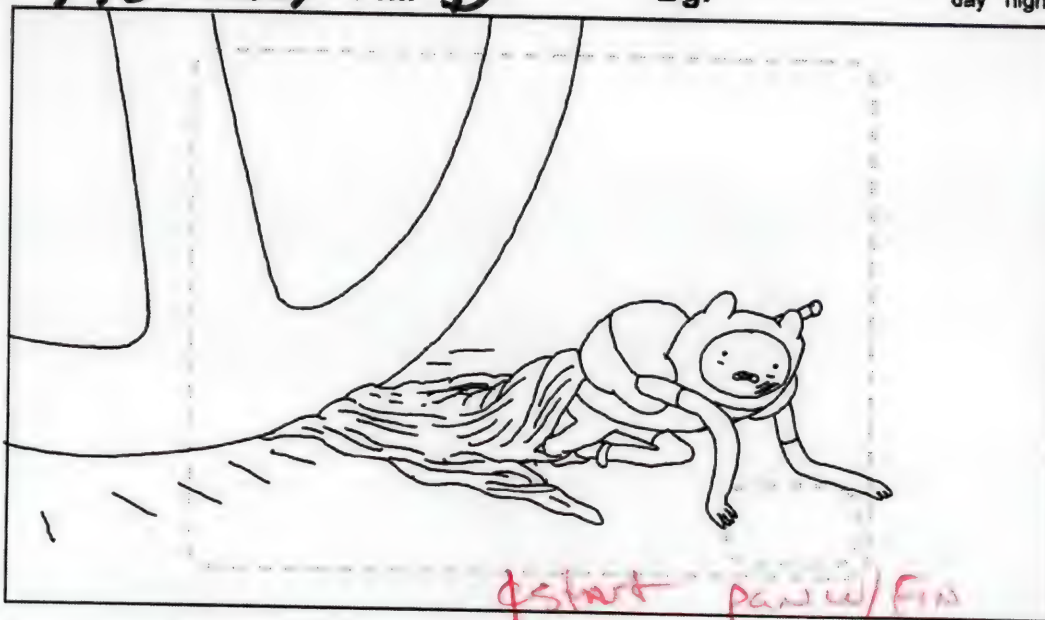
day night



Sc. 142 CONT Pnl. D

Bg.

day night



Dialog:

Q UGH!

Action:

-F. CRAWLS OUT OF JAKE.

DEC 17 2011

Timing:

1034-244

EPISODE #

Production :

1034/244

1034/244



# ADVENTURE TIME

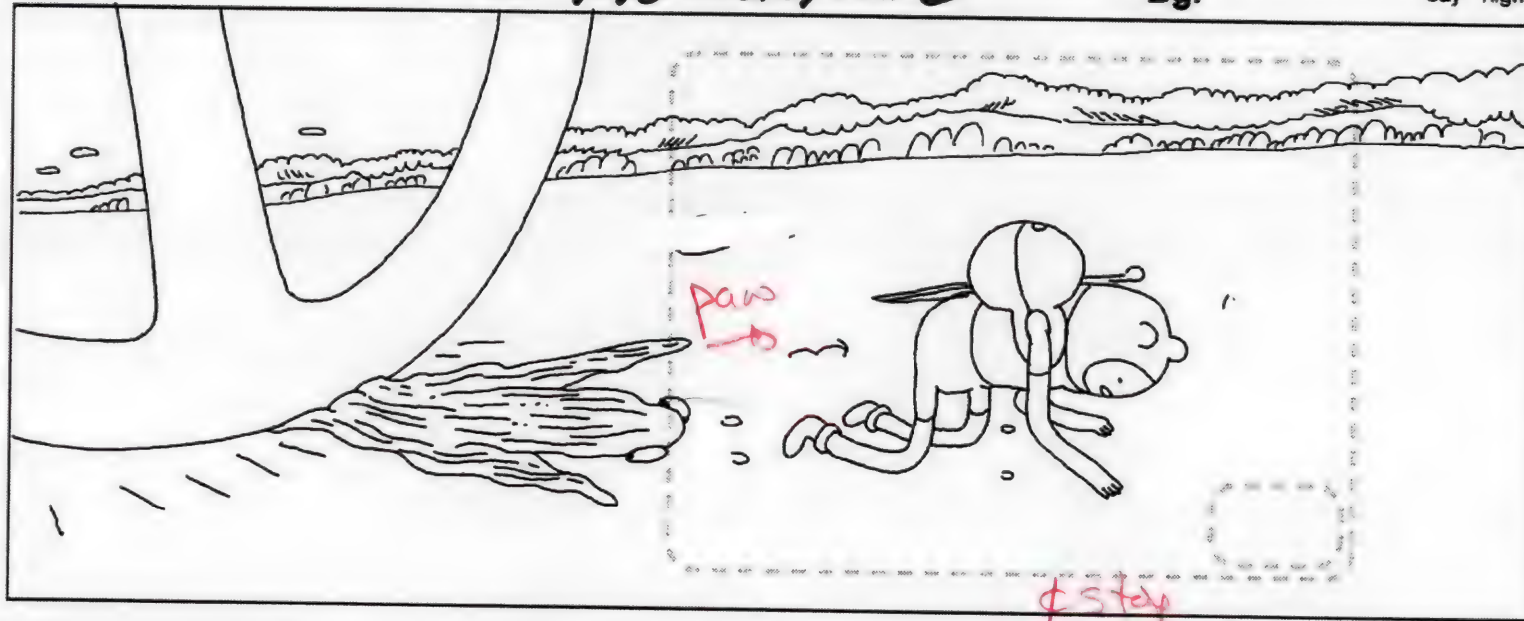


Page 305

Sc. 142 CONT Pnl. E

Bg.

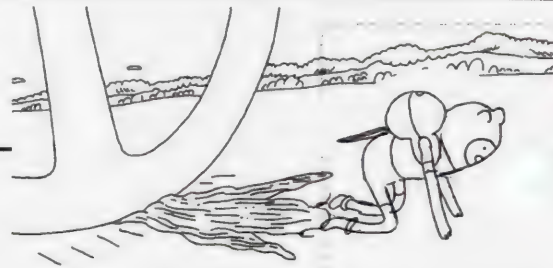
day night



Dialog:

Action:

Timing:



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Production :

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1034/244

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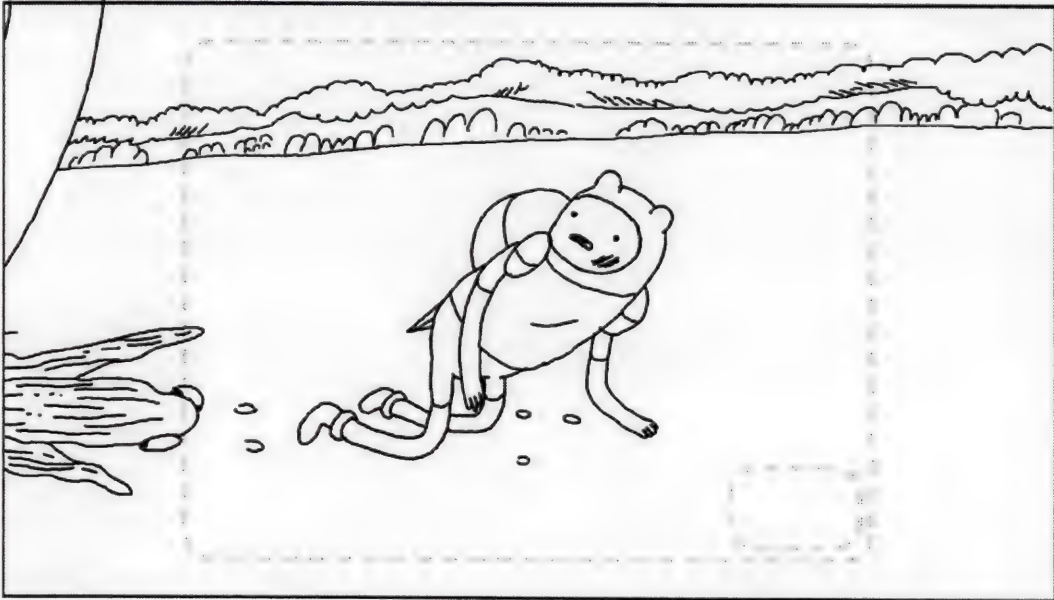
ADVENTURE TIME



Sc. 142 cont Pnl. F

Bg.

day night



Sc. 143

Pnl. A

Bg.

day night



Dialog:

Ⓢ JAKE?

Action:

Timing:

DEC 17 2015

Production :

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# ADVENTURE TIME



Page **307**

Sc. **143 cont**

Pnl. **B**

Bg.

day night

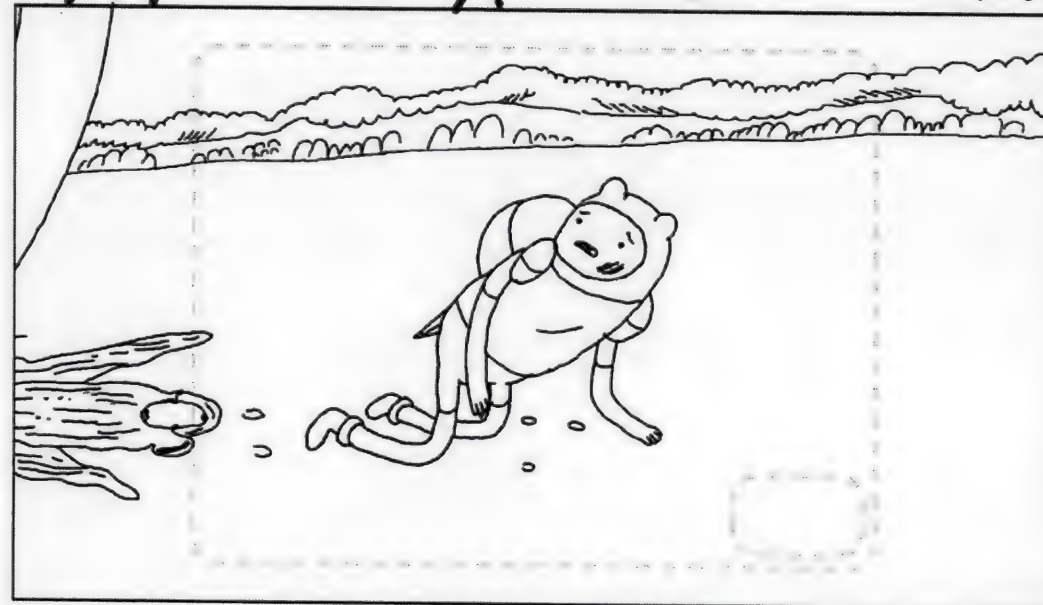


Sc. **144**

Pnl. **A**

Bg.

day night



Dialog:

**(J)** YUBBA DUBBA DUBBA DUBBA!

Action:

Timing:

DEC 17 2015

Production :

EPISODE #

1034-244

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1034/244

ADVENTURE TIME

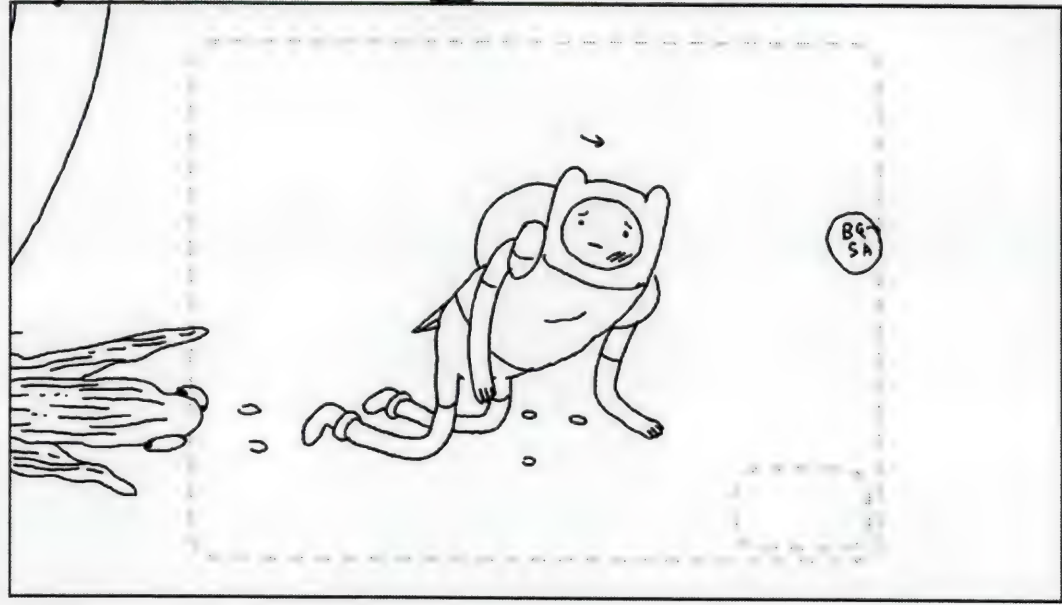


Page **308**

Sc. **144 cont** Pnl. **B**

Bg.

day night

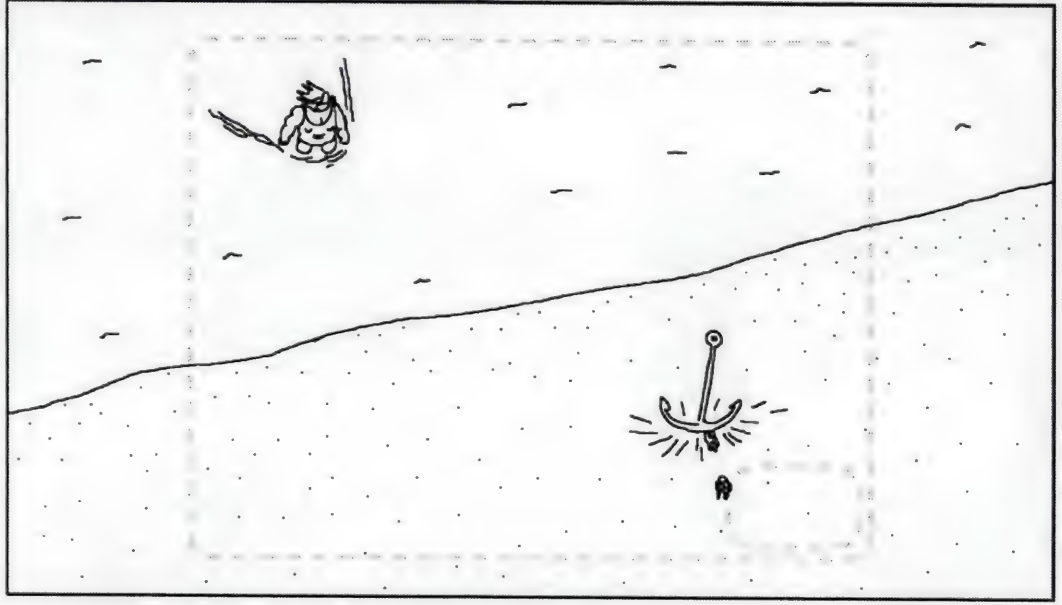


Sc. **145**

Pnl. **A**

Bg.

day night



|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

DEC 17 2015

Production :

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1034/244

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# ADVENTURE TIME

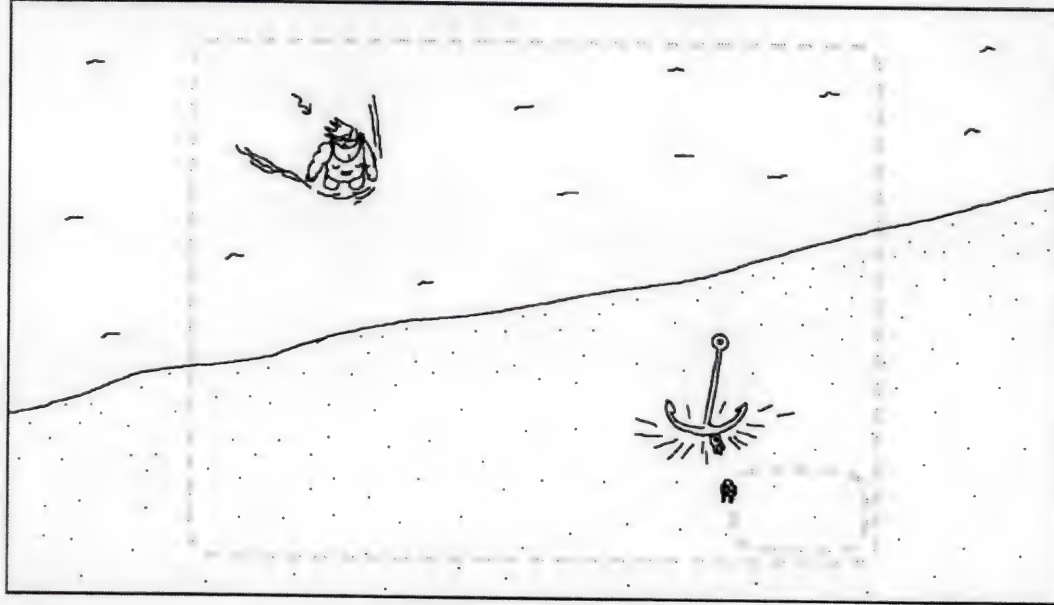


Page **309**  
day night

Sc. **1445 cont** Pnl. **B**

Bg.

day night



Sc. **1446**

Pnl. **A**

Bg.

day night



Dialog:

Action:

- SUSAN APPROACHES BEACH

Timing:

DEC 17 2015

EPISODE #

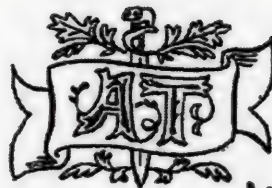
Production :

1034-244

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# ADVENTURE TIME

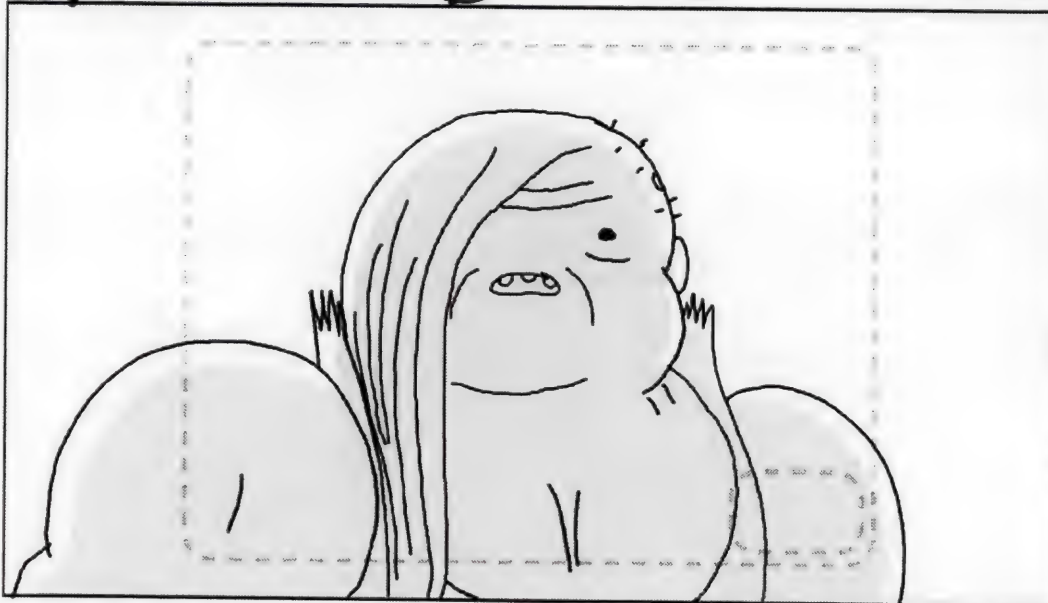


Page **310**

Sc. **146 cont** Pnl. **B**

Bg.

day night



Sc. **146 cont** Pnl. **C**

Bg.

day night



Dialog:

Action:

Timing:

DEC 17 2015

Production :

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1034/244

1034/244



# ADVENTURE TIME



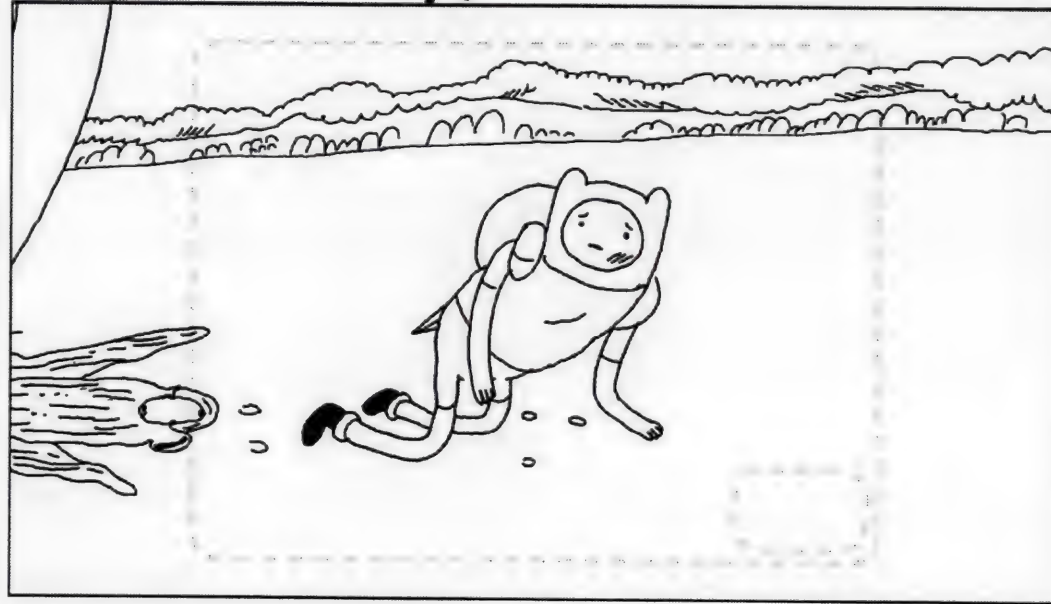
Page **311**

Sc. **147**

Pnl. **A**

Bg.

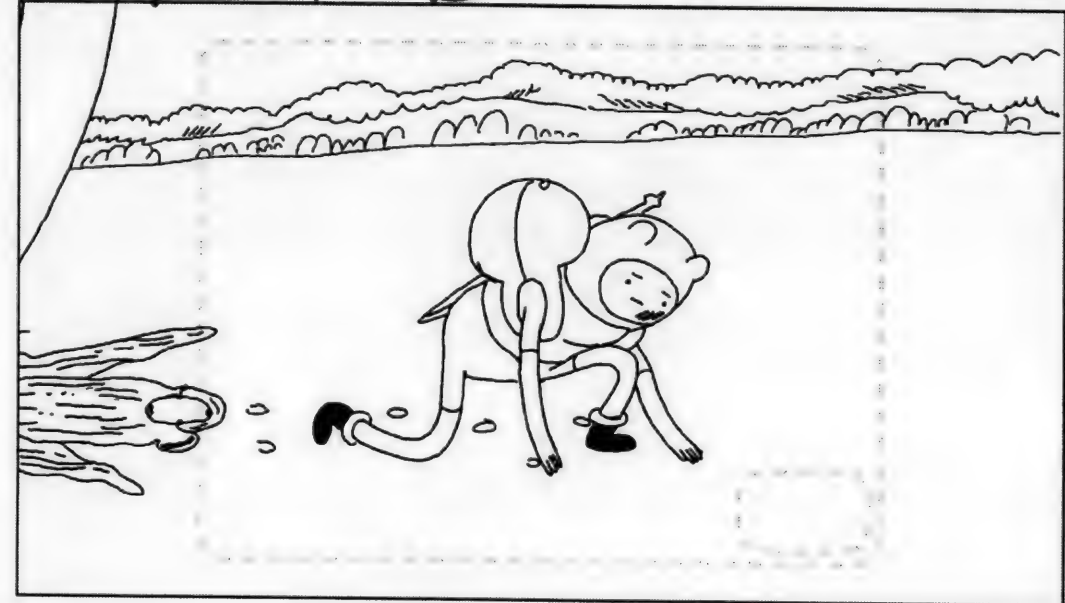
day night



Sc. **147 cont** Pnl. **B**

Bg.

day night



Dialog:

Action:

Timing:

DEC 17 2015

EPISODE #

Production :

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1034/244

1034/244

# ADVENTURE TIME

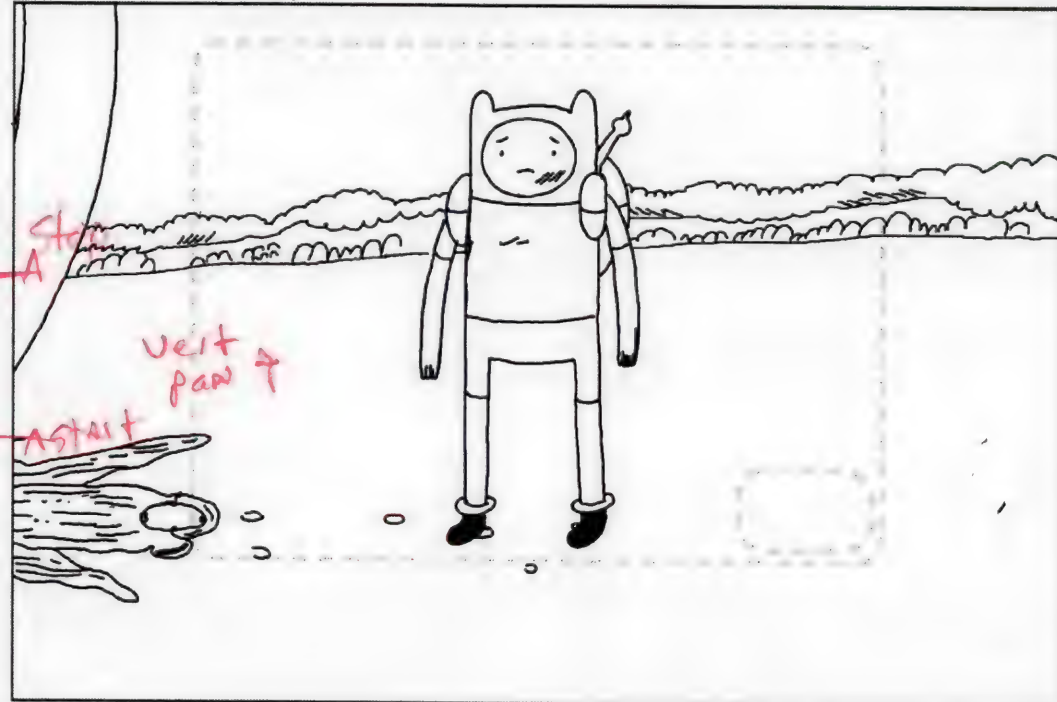


Page **312**

Sc. **147 cont** Pnl. **C**

Bg.

day night

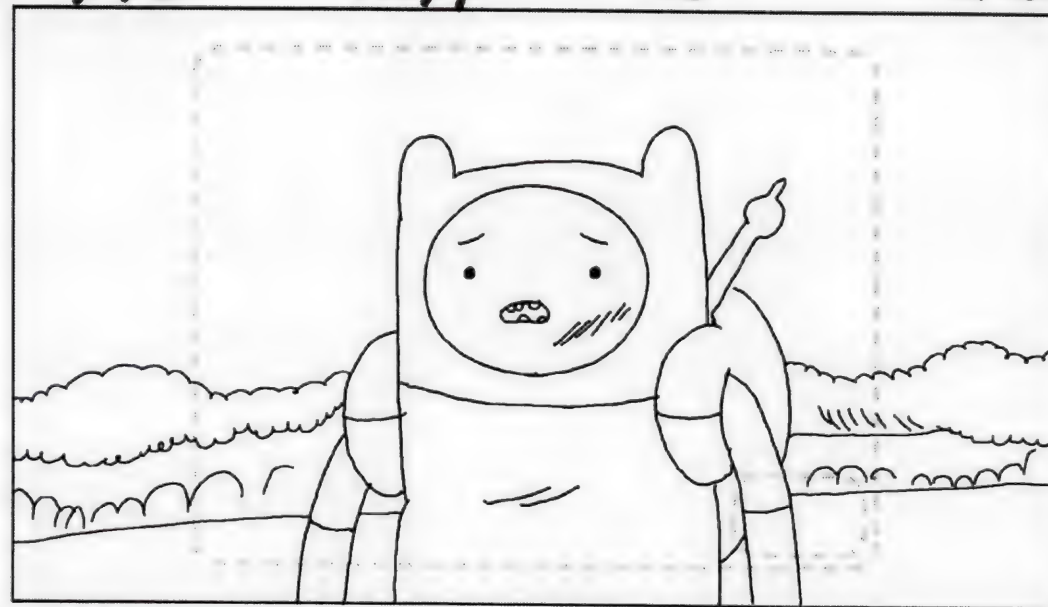


Sc. **148**

Pnl. **A**

Bg.

day night



Ⓔ I . . . I DON'T WANT  
TO DO THIS . . .

Action:

-F. STANDS UP.  
-AQJ. w/ ACTION.

DEC 17 2015

Timing:

1034-244

EPISODE #

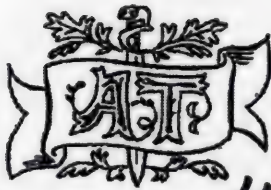
1034/244

Production :

1034/244



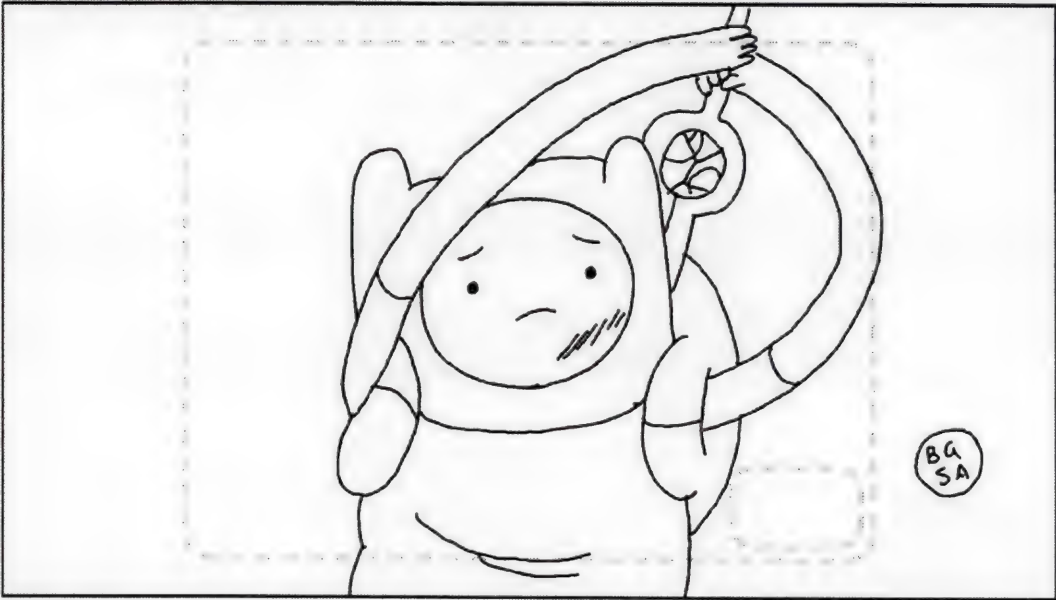
ADVENTURE TIME



Sc. **148 cont** Pnl. **B**

Bg.

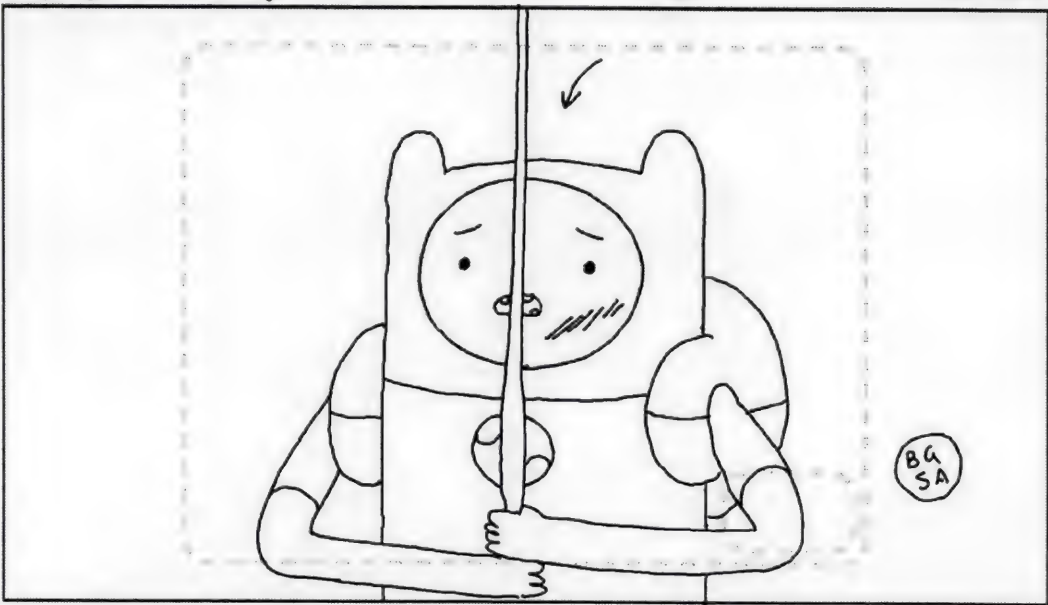
day night



Sc. **148 cont** Pnl. **C**

Bg.

day night



Dialog:

**(P)** BUT YOU'RE HURTING  
TOO MANY PEOPLE.

Action:

- FINN DRAWS SWORD.

DEC 17 2015

Timing:

1034-244

EPISODE #

1034/244

Production :

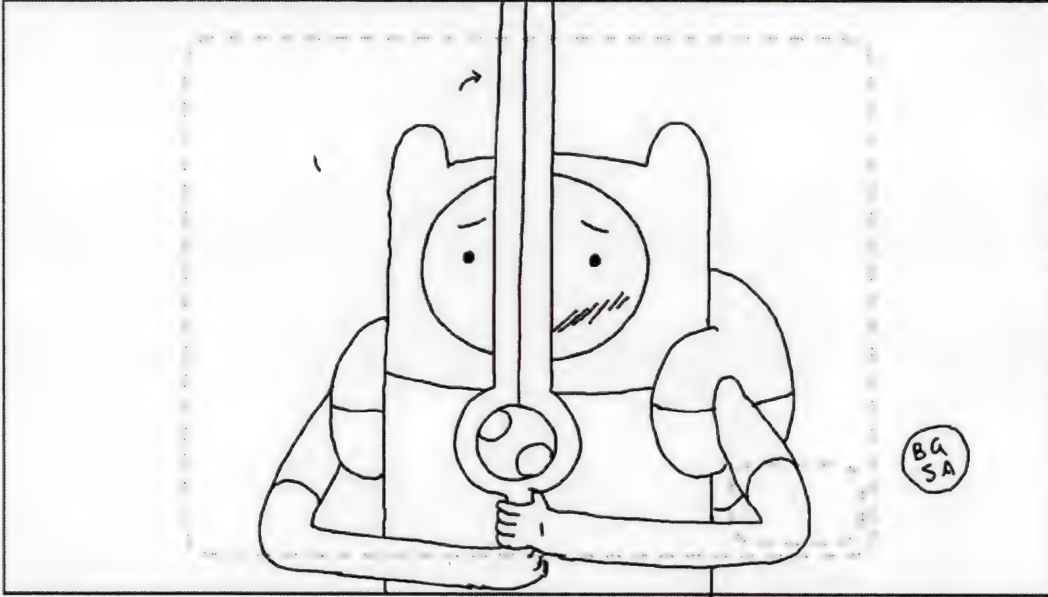
# ADVENTURE TIME



Sc. **148 cont** Pnl. **D**

Bg.

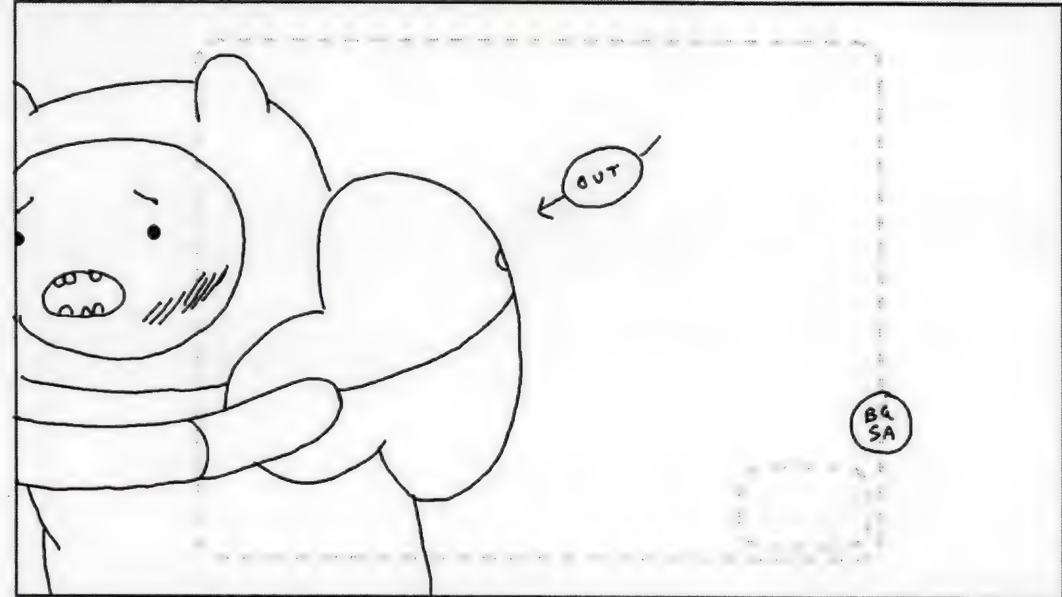
day night



Sc. **148 cont** Pnl. **E**

Bg.

day night



Dialog:

**(Sfx)** SHEEN

Action:

**(D)**

DEC 17 2015

Timing:

1034-244

EPISODE #

1034/244

Production :



# ADVENTURE TIME



Page **915**

Sc. **149**

Pnl. **A**

Bg.

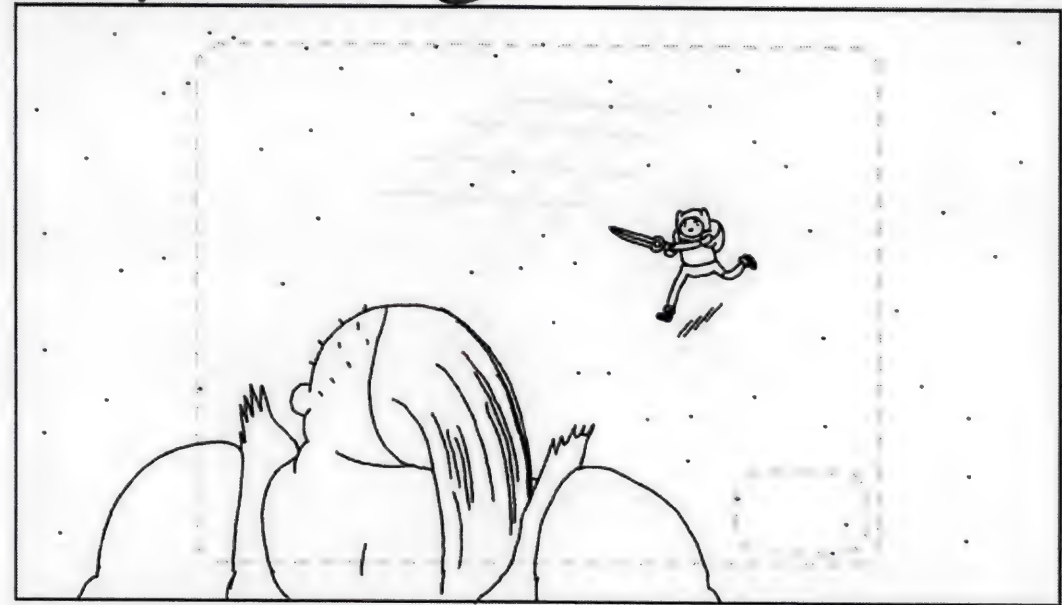
day night

Sc. **149 cont**

Pnl. **B**

Bg.

day night



|                                  |  |
|----------------------------------|--|
| Dialog:                          |  |
| Action:<br>- F. CHARGES AT SUSAN |  |
| Timing:                          |  |

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Production :

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ADVENTURE TIME

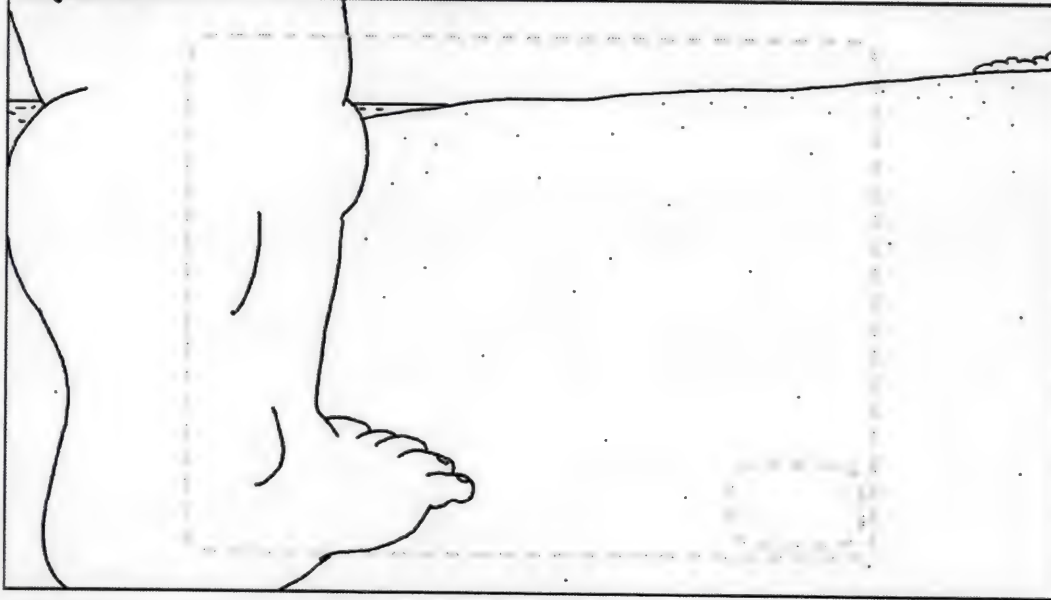


Sc. 150

Pnl. A

Bg.

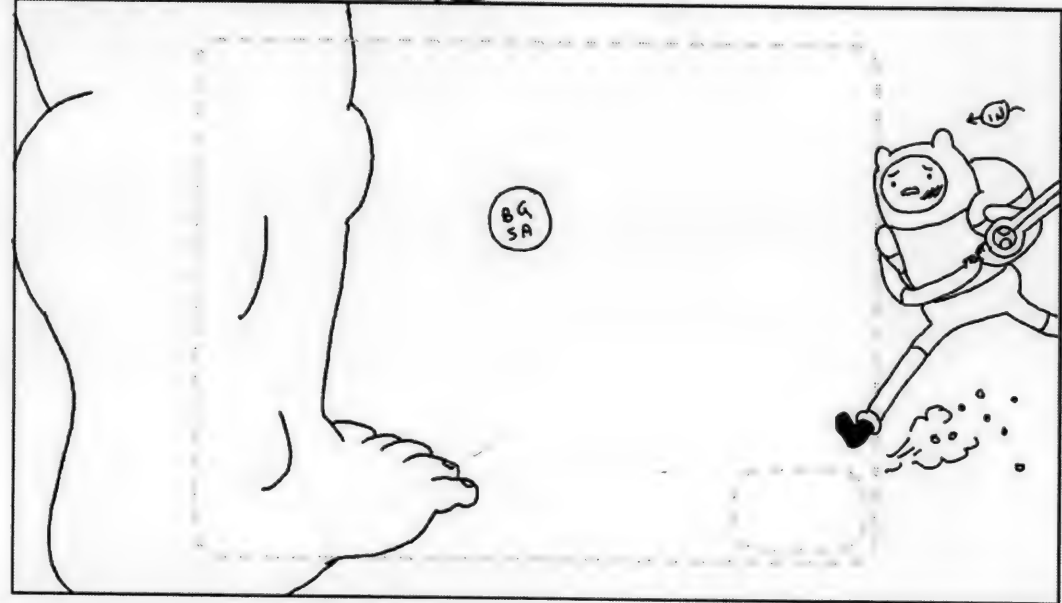
day night



Sc. 150 cont Pnl. B

Bg.

day night



Dialog:

Action:

-f. CHARGES ON/S.

DEC 17 2015

Timing:

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EPISODE #  
1034/244  
Production :



# ADVENTURE TIME

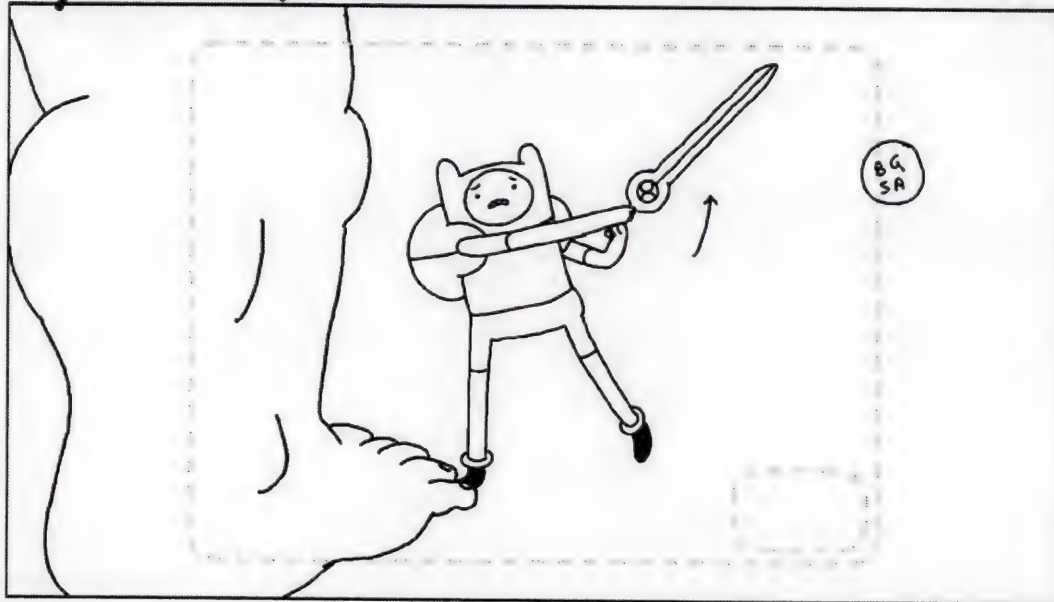


Page **317**

Sc. **150 cont** Pnl. **C**

Bg.

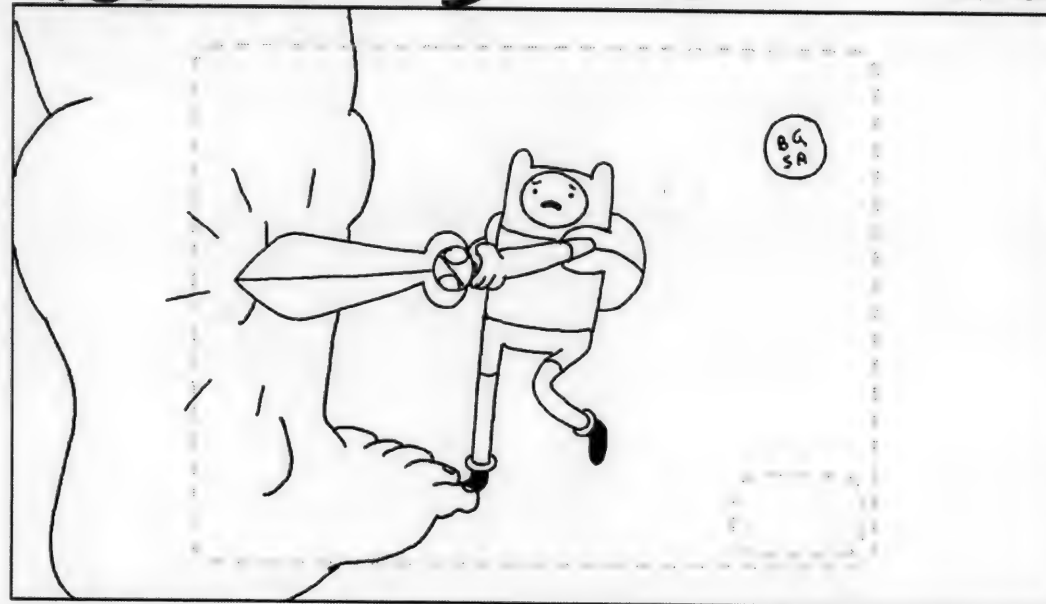
day night



Sc. **150 cont** Pnl. **D**

Bg.

day night



Dialog:

**(F)** I'M S O R R Y!

**(SFX)** SLAP

Action:

- FINN HITS SUSAN WITH  
FLAT OF SWORD.

Timing:

**(DI)**

DEC 17 2015



Production :

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# ADVENTURE TIME

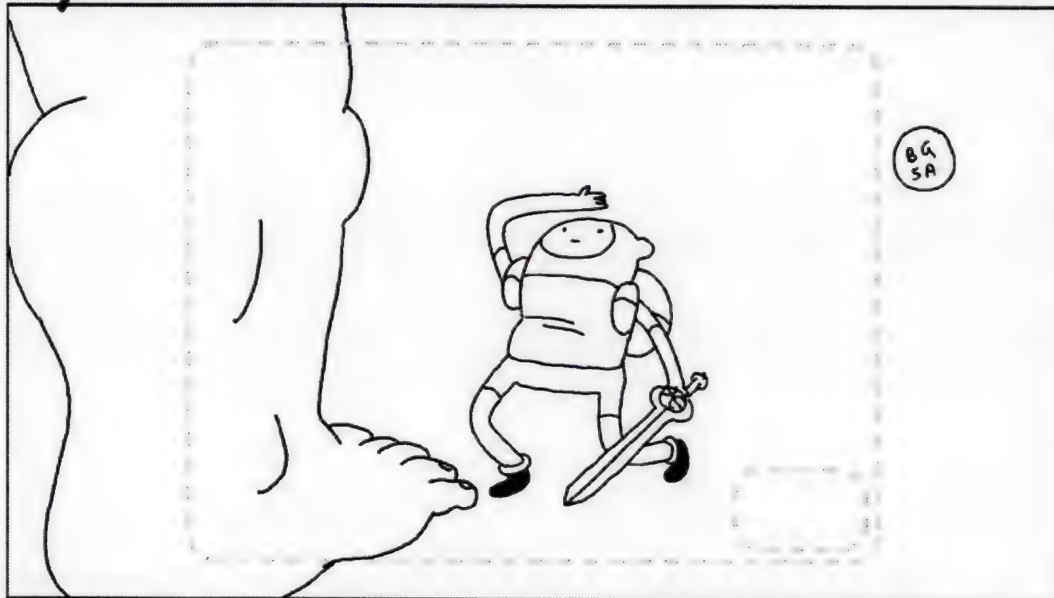


Page **318**

Sc. **150 cont** Pnl. **E**

Bg.

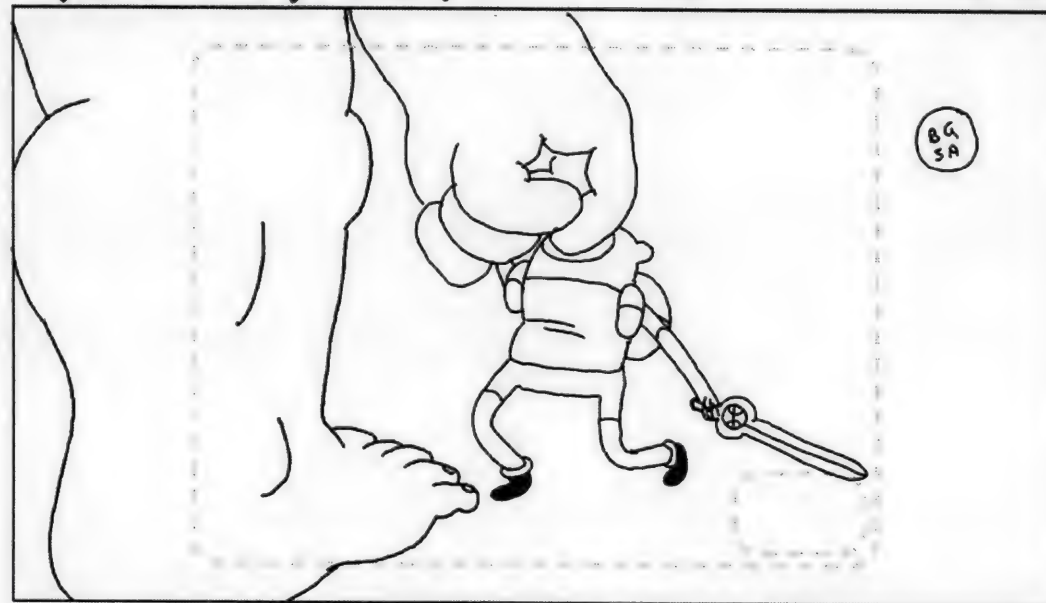
day night



Sc. **150 cont** Pnl. **F**

Bg.

day night



Dialog:

Action:

Timing:

DEC 17 2015

Production :

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# ADVENTURE TIME

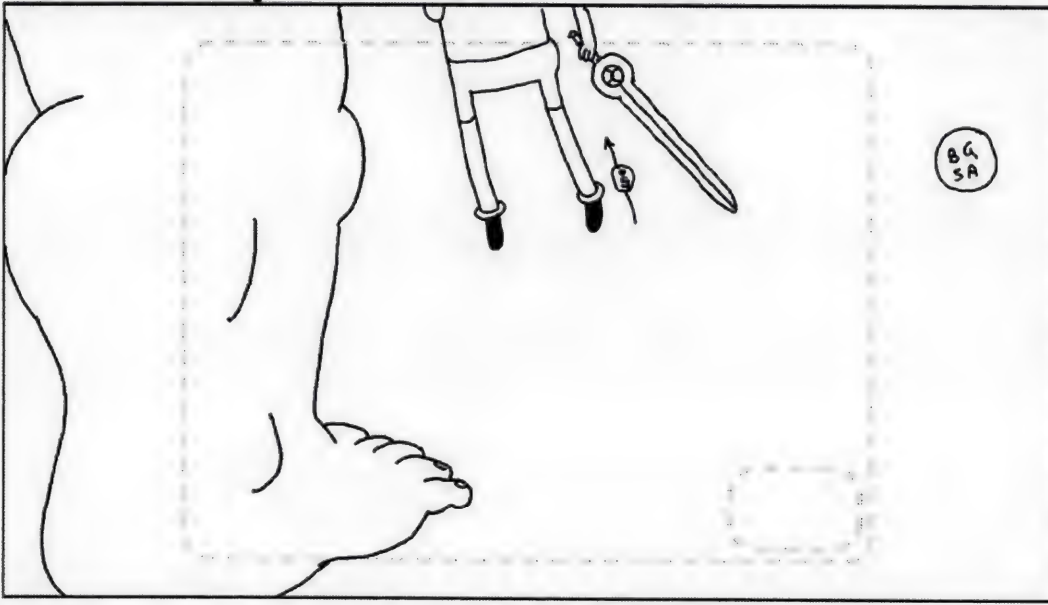


Sc. **150 cont**

Pnl. **G**

Bg.

day night

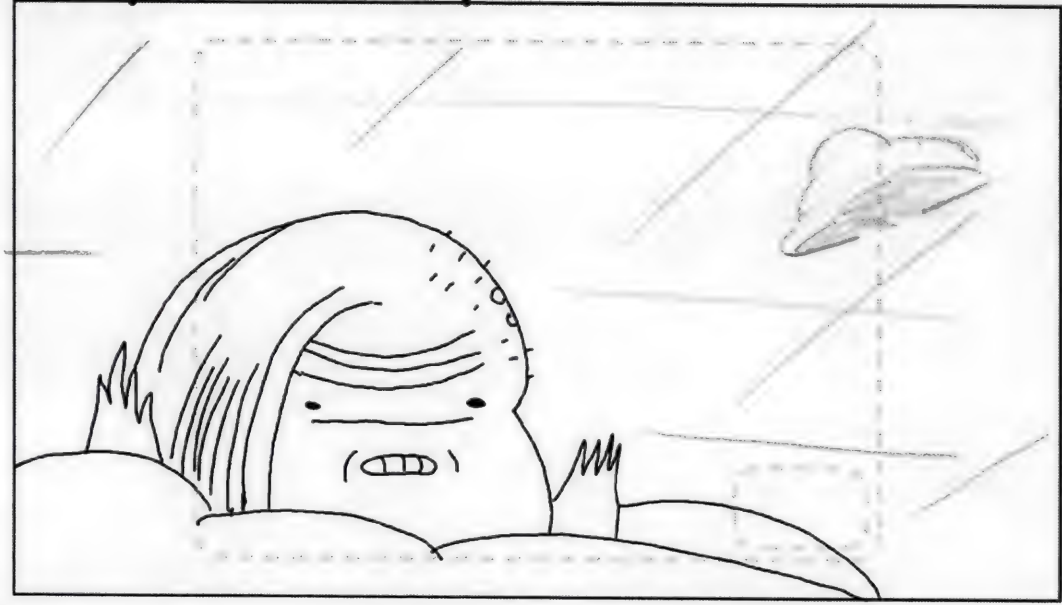


Sc. **151**

Pnl. **A**

Bg.

day night



Dialog:

Action:

- S. PICKS UP FINN.

DEC 17 2011

Timing:

Production :

EPISODE #

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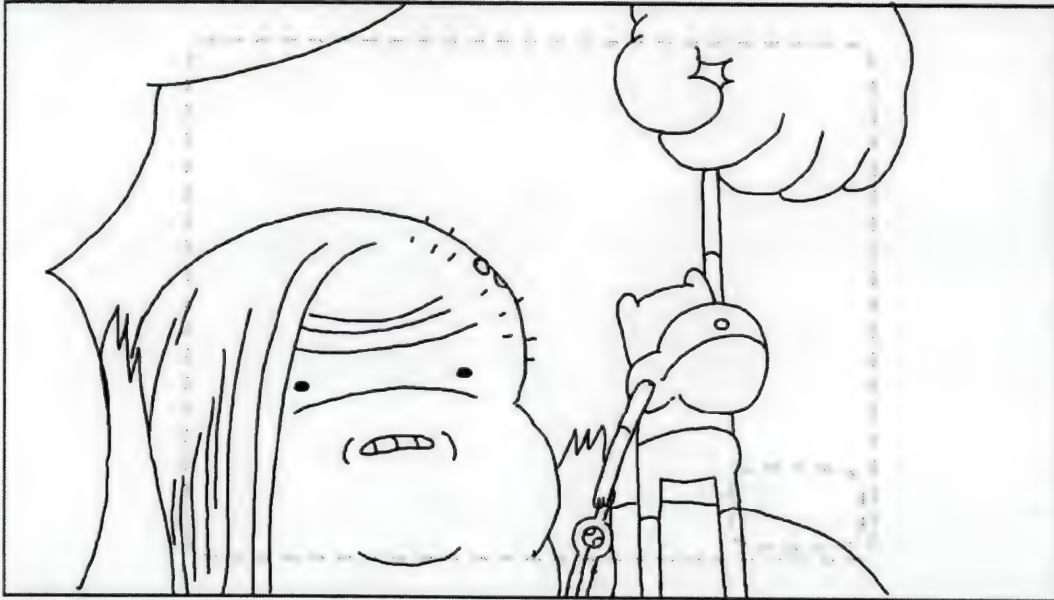
ADVENTURE TIME



Sc. **151 CONT** Pnl. **B**

Bg.

day night

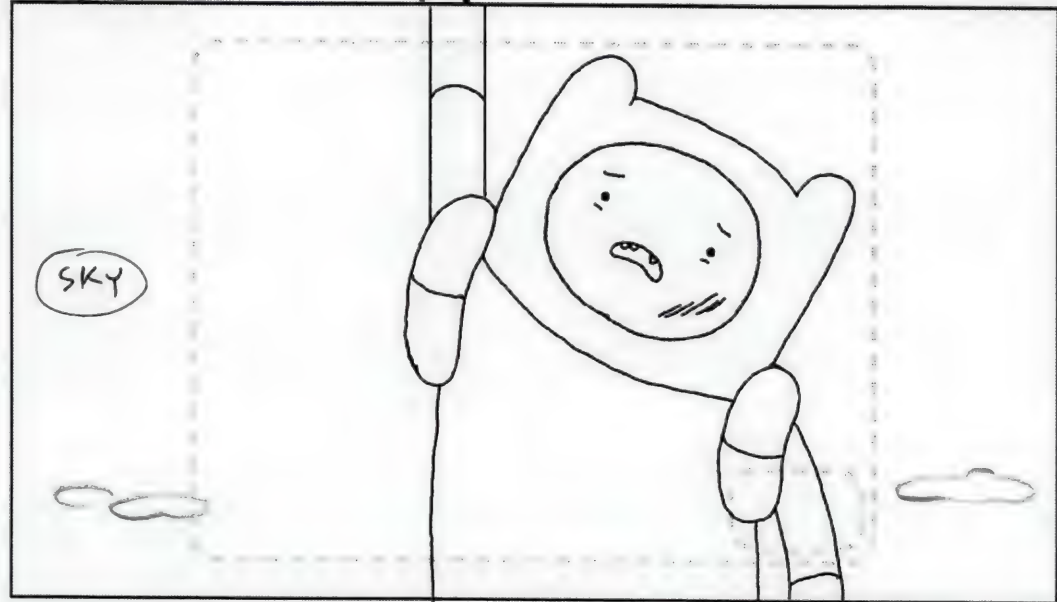


Sc. **152**

Pnl. **A**

Bg.

day night



Dialog:

**E/ I DON'T KNOW  
WHAT TO DO!**

Action:

**S. LIFTS FINN ON/S.**

Timing:



**(B)**

DEC 17 2015

1034-244

EPISODE #

1034/244

Production :



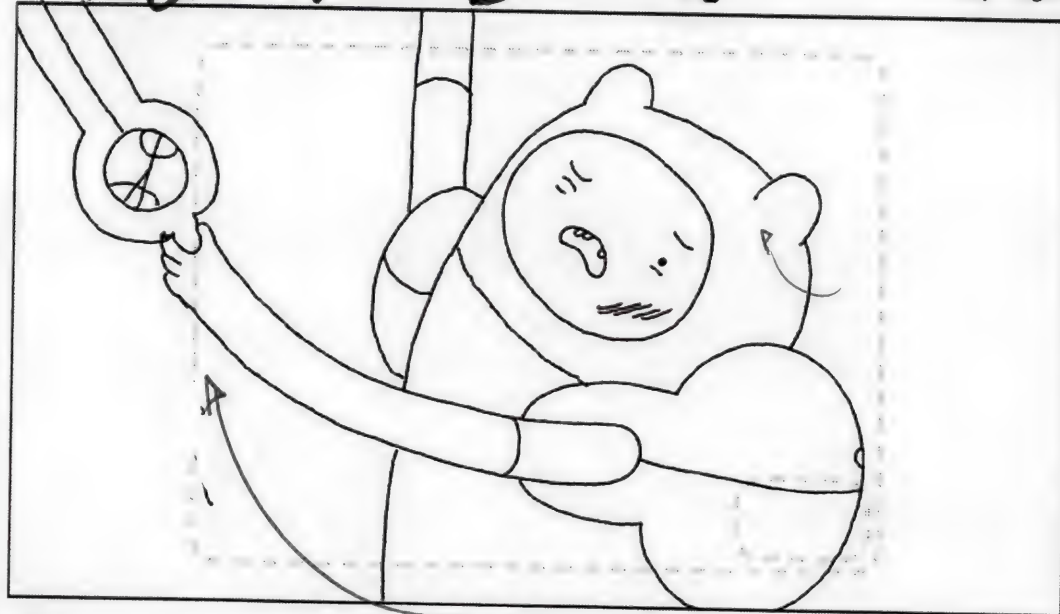
# ADVENTURE TIME



Sc. **152 CONT** Pnl. **B**

Bg.

day night

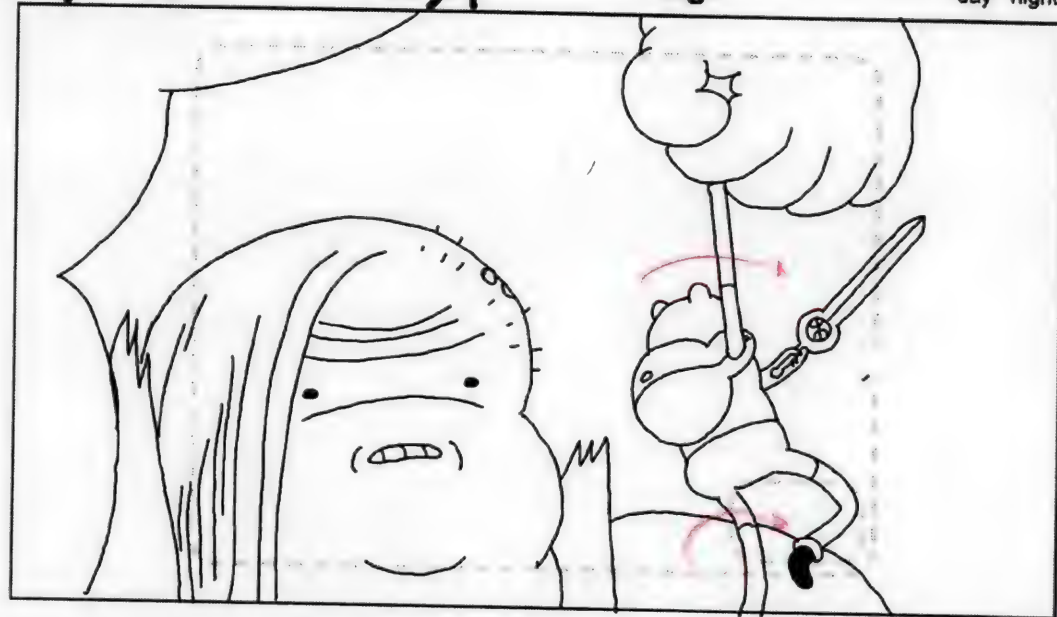


Sc. **153**

Pnl. **A**

Bg.

day night



Dialog:

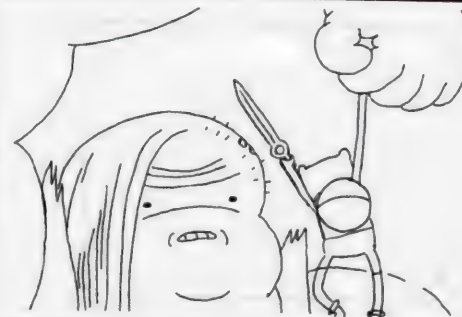
**(F)** I DON'T

**FIN (VO) Know**

Action:

**-F. ANTICS.**

Timing:



**(AI)**

**DEC 17 2015**

Production :

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ADVENTURE TIME

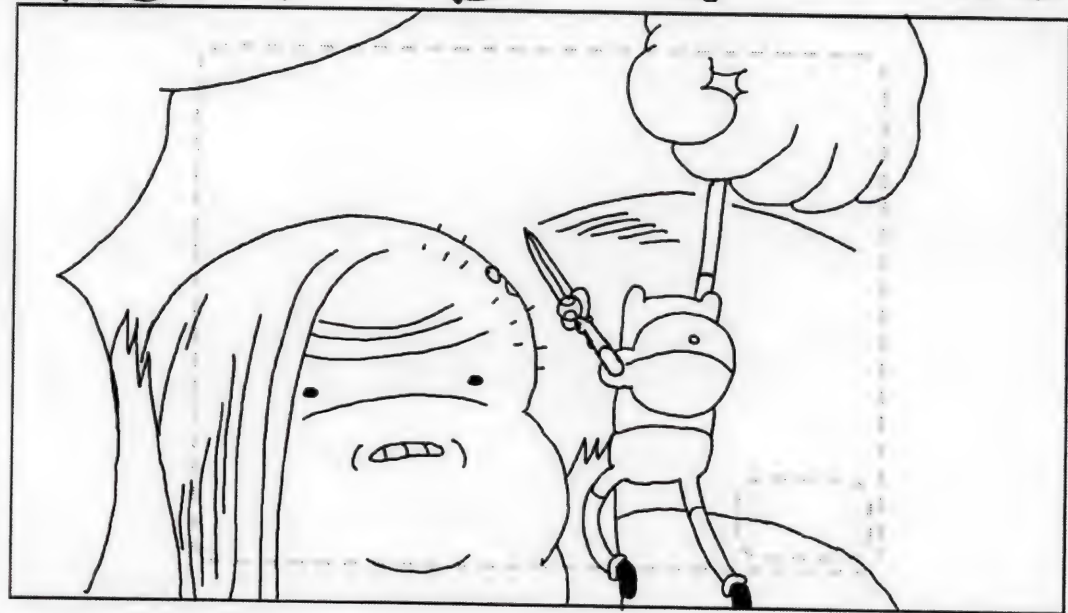


Sc. 153 cont

Pnl. B

Bg.

day night

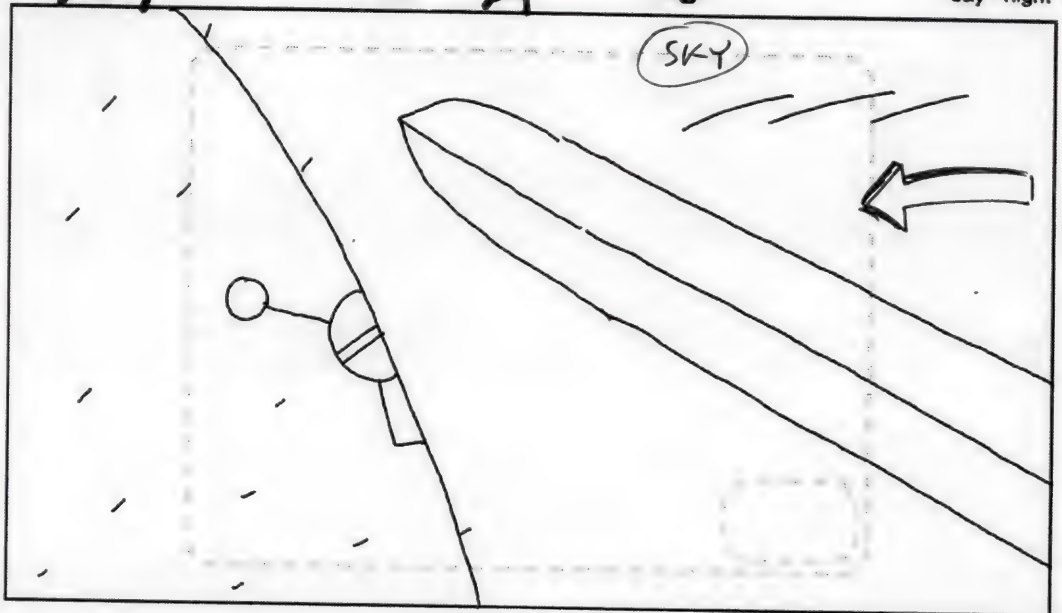


Sc. 154

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

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# ADVENTURE TIME



Sc. 154 CONT Pnl. B

Bg.

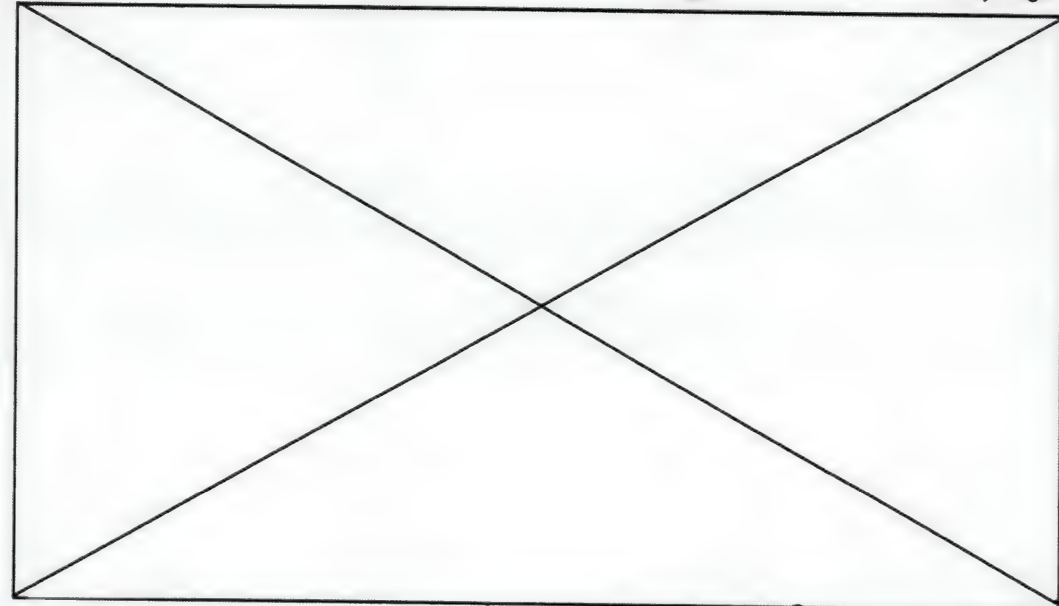
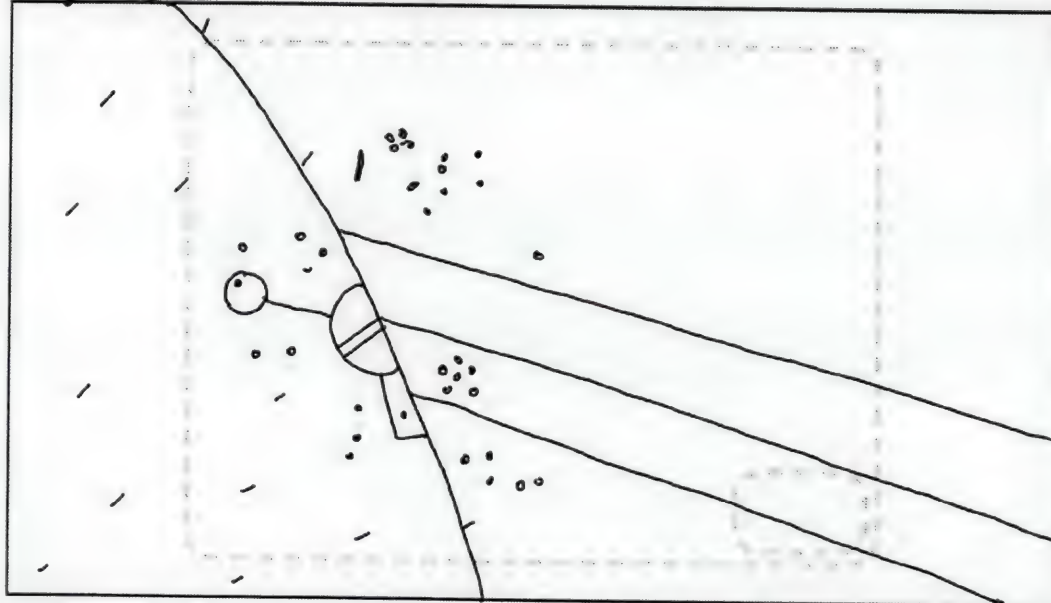
day night

Sc.

Pnl.

Bg.

Page 323  
day night



Dialog:

(SPX)

CHUNK

Action:

- F. SLAPS IMPLANT w/ FLAT SIDE of BLADE.  
- SPARKS FLY OUT of IMPLANT.

DEC 17 2015

Timing:

EPISODE #

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1034/244

Production :

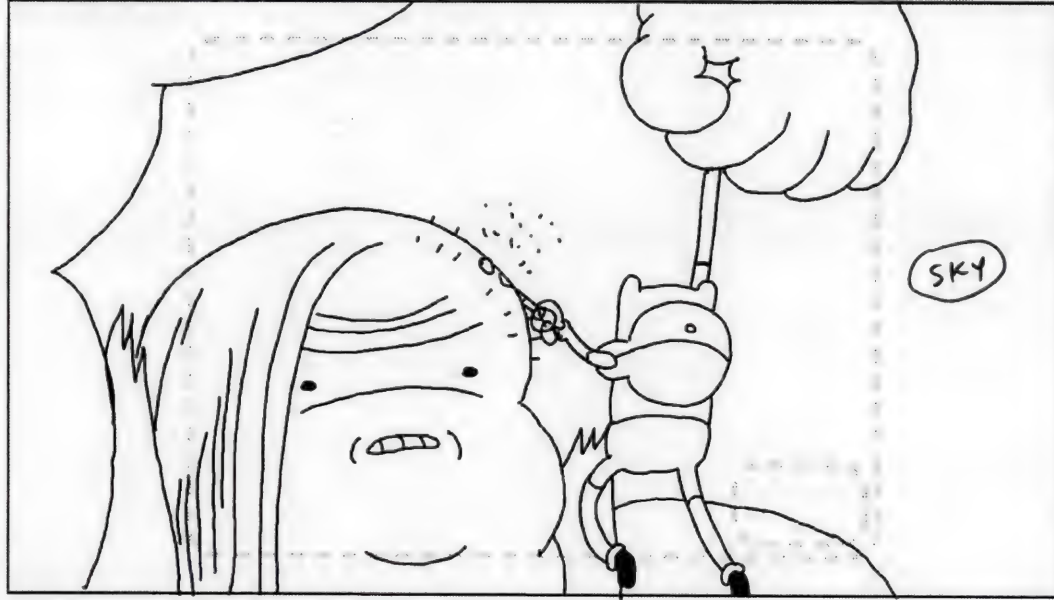
1034/244

1034/244

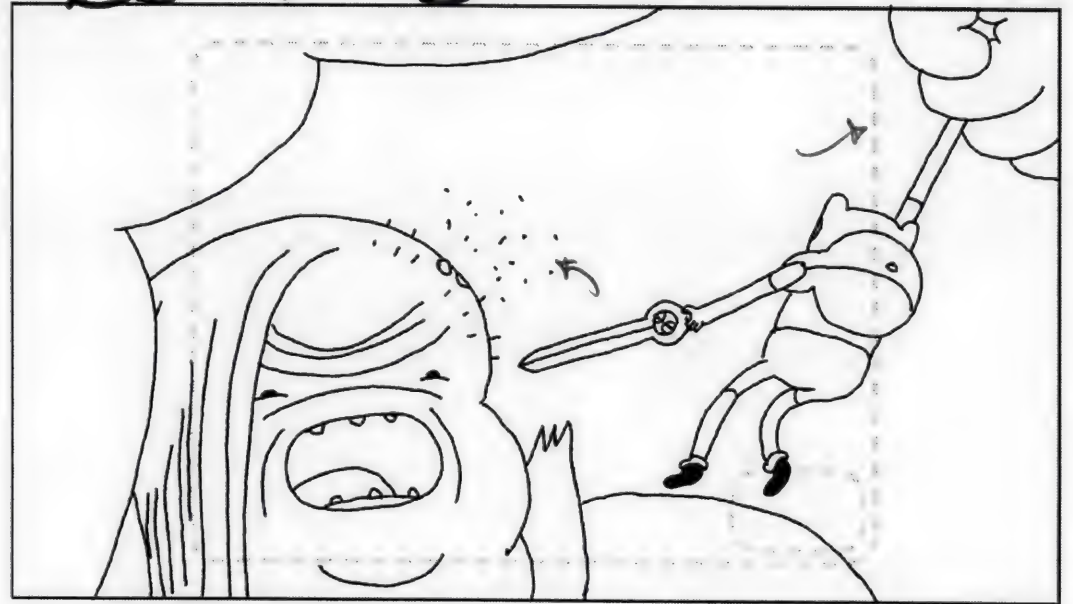
# ADVENTURE TIME



Sc. **155** Pnl. **A** Bg. day night



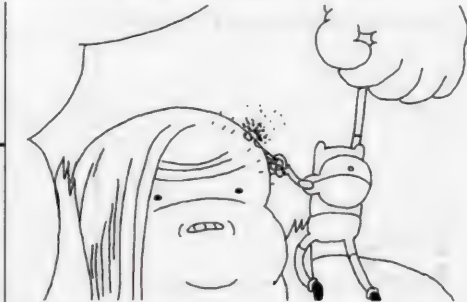
Sc. **155 cont** Pnl. **B** Bg. day night



Dialog:

⑤ WAH!

Action:



Ⓐ

Timing:

DEC 17 2015

1034-244

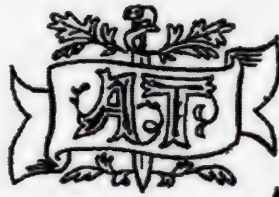
EPISODE #

1034/244

Production :



ADVENTURE TIME



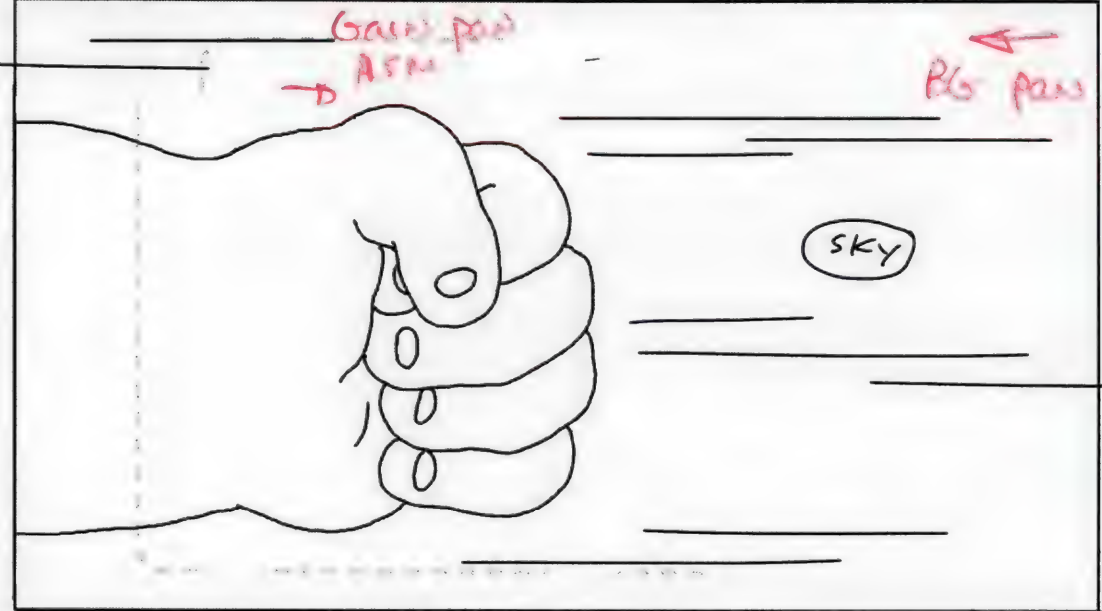
Page 326

Sc. 156

Pnl. A

Bg.

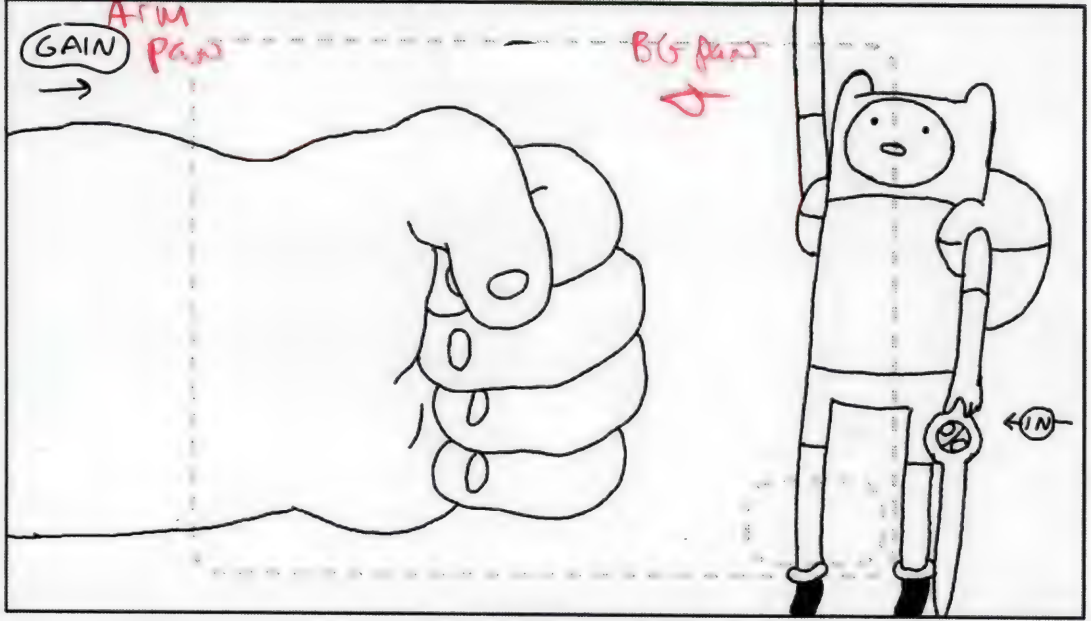
day night



Sc. 156 cont Pnl. B

Bg.

day night



|         |
|---------|
| Dialog: |
| Action: |
| Timing: |

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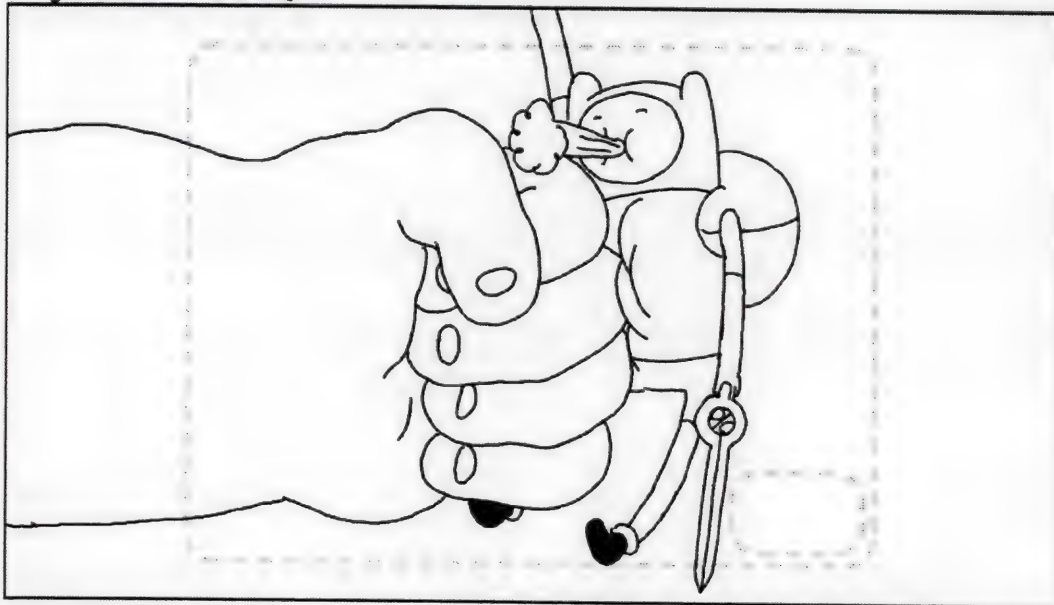
# ADVENTURE TIME



Sc. 156 CONT Pnl. C

Bg.

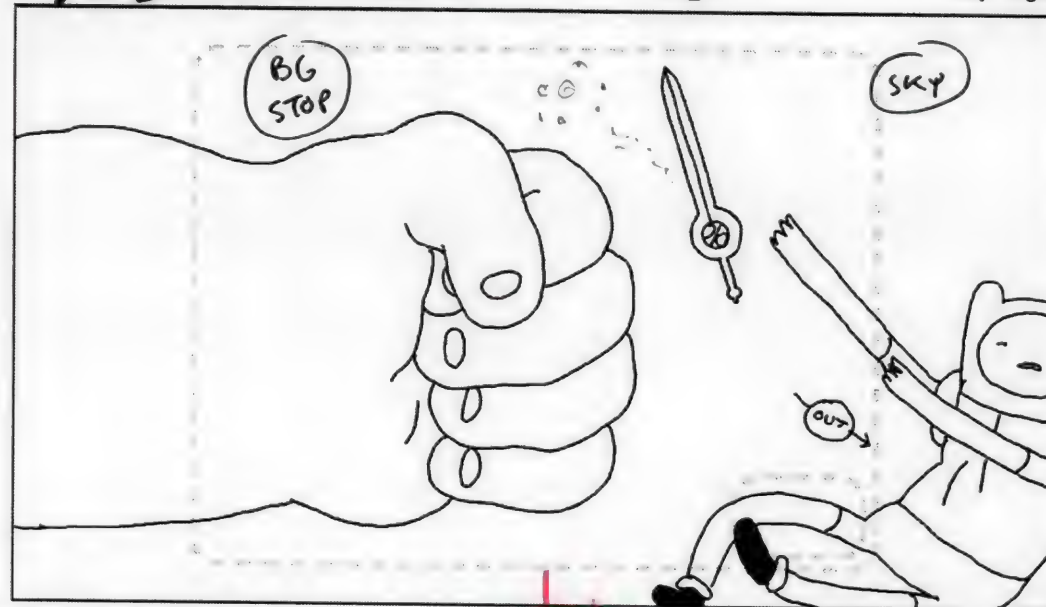
day night



Sc. 156 CONT Pnl. D

Bg.

day night



Dialog:

W O O F !

Action:

-S. PUNCHES FINN OFF/S.

Timing:

DEC 17 2015

Production :

EPISODE #

1034-244

1034/244

1034/244



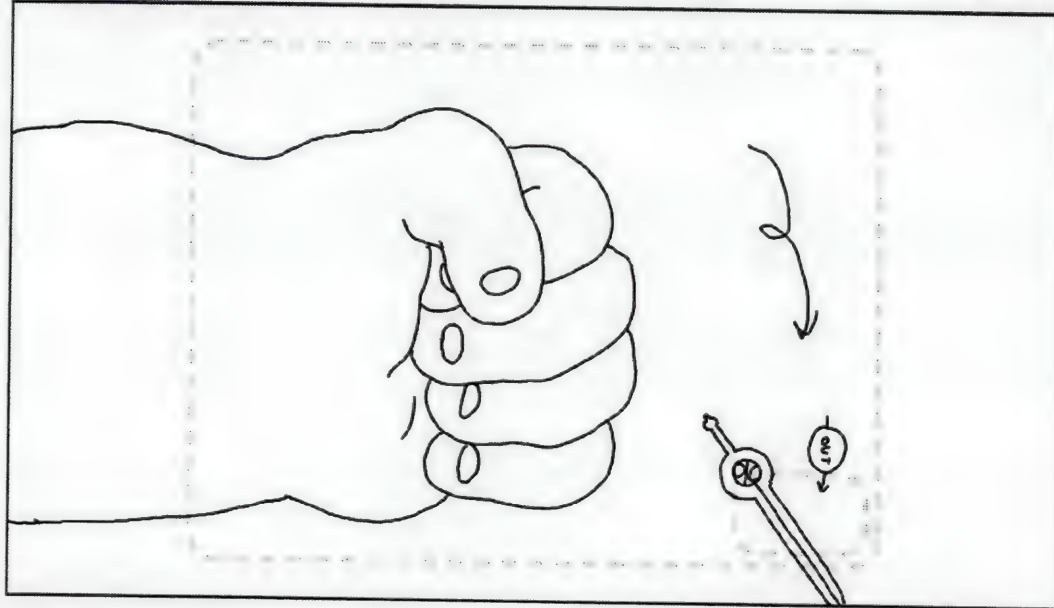
# ADVENTURE TIME



Sc. **156 CONT** Pnl. **E**

Bg.

day night

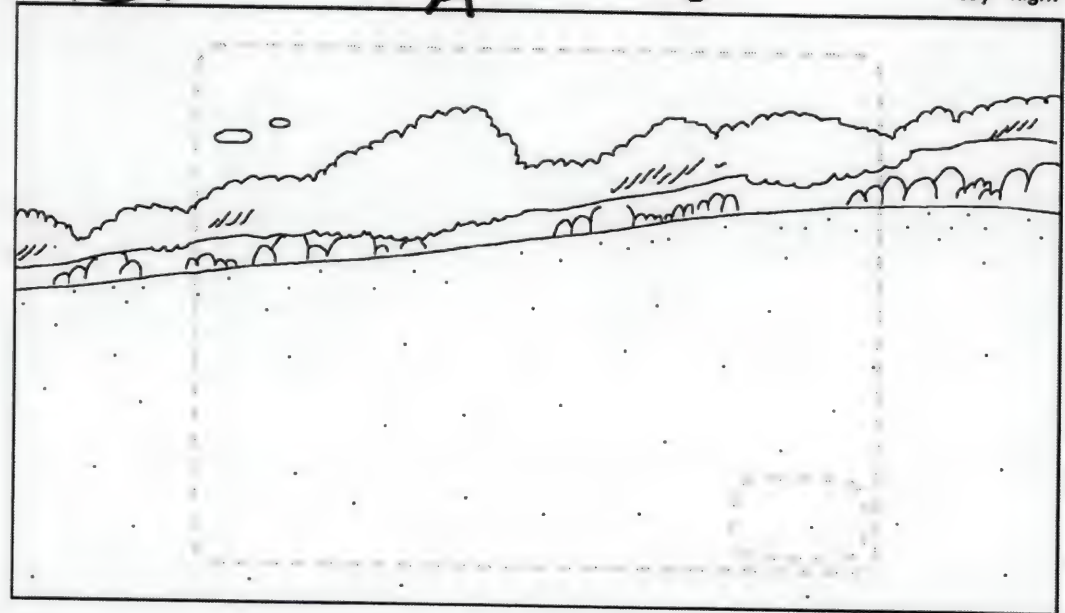


Sc. **157**

Pnl. **A**

Bg.

day night



Dialog:

Action:

Timing:

DEC 17 2015

EPISODE #

1034-244

1034/244

Production :

1034/244

# ADVENTURE TIME



Page **328**

Sc. **157 cont** Pnl. **B**

Bg.

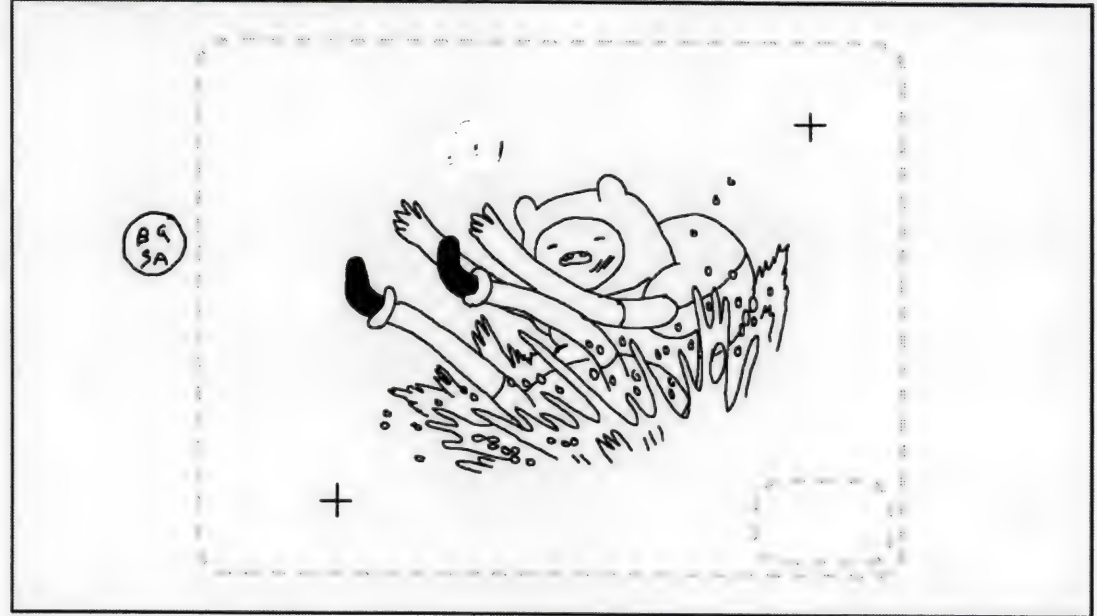
day night



Sc. **157 cont** Pnl. **C**

Bg.

day night



Dialog:

Action:

Timing:

~~SFX~~ **BAF!**



DEC 17 2015

1034/244

1034-244

EPISODE #

1034/244

Production :



# ADVENTURE TIME

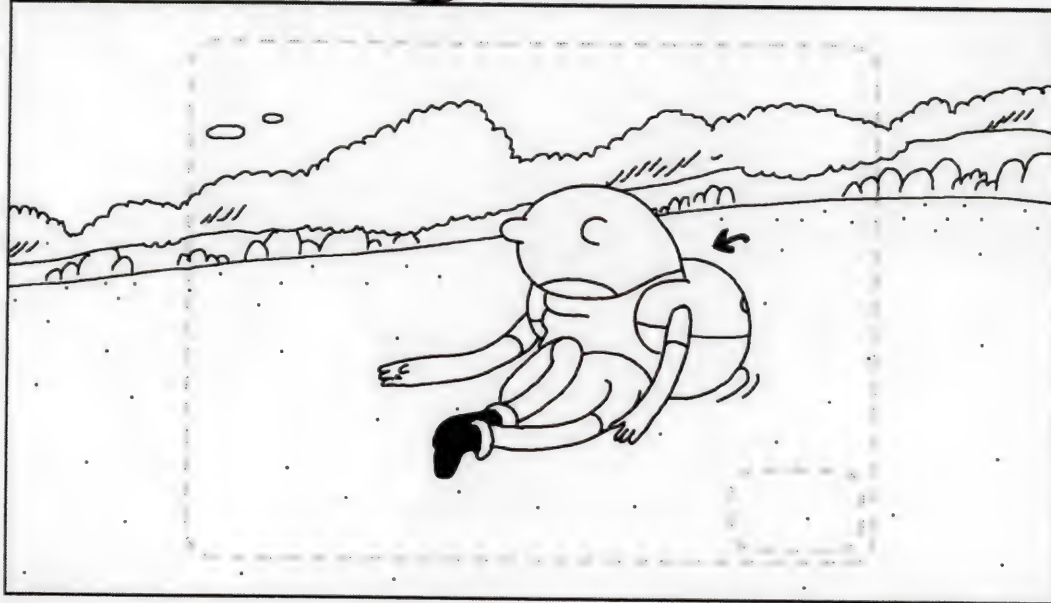


Page **329**

Sc. **157 cont** Pnl. **D**

Bg.

day night

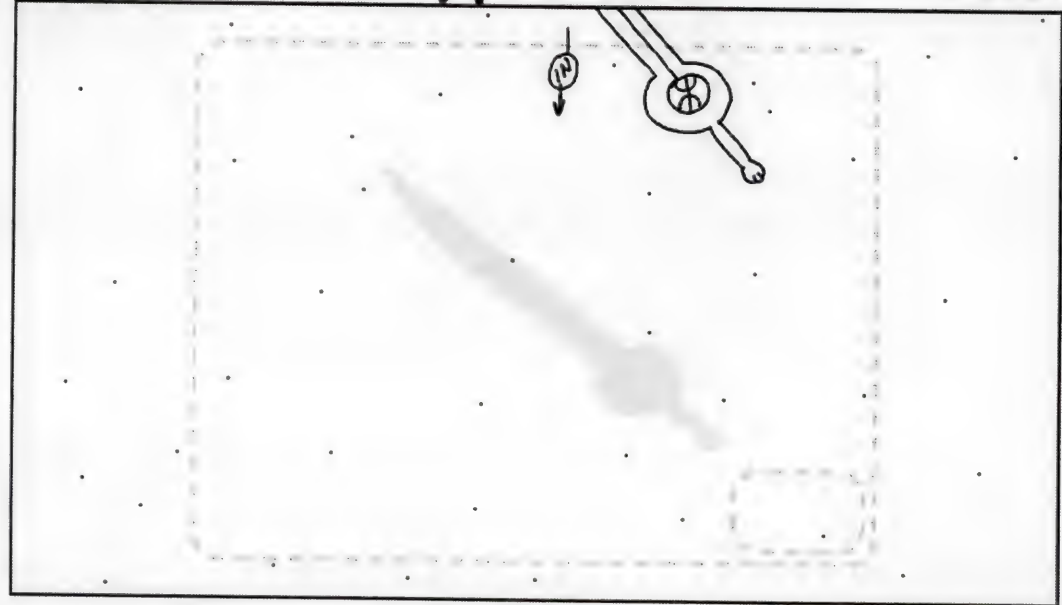


Sc. **158**

Pnl. **A**

Bg.

day night



Dialog:

Action:

- F. SETTLES IN A HEAP.

Timing:

DEC 17 2015

EPISODE #

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Production :

1034/244

1034/244

1034/244

# ADVENTURE TIME

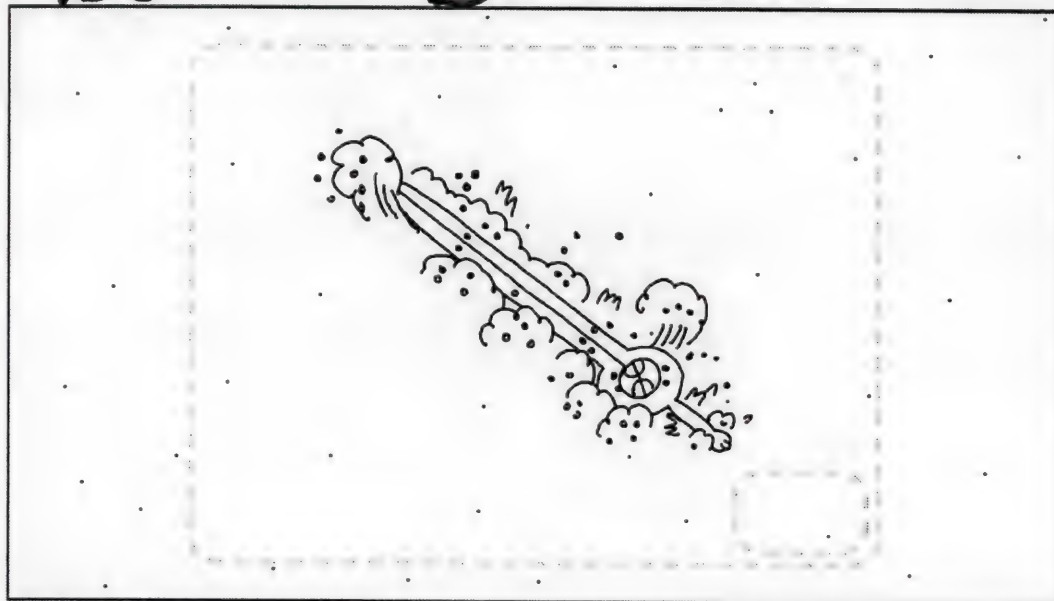


Page **330**

Sc. **158 cont** Pnl. **B**

Bg.

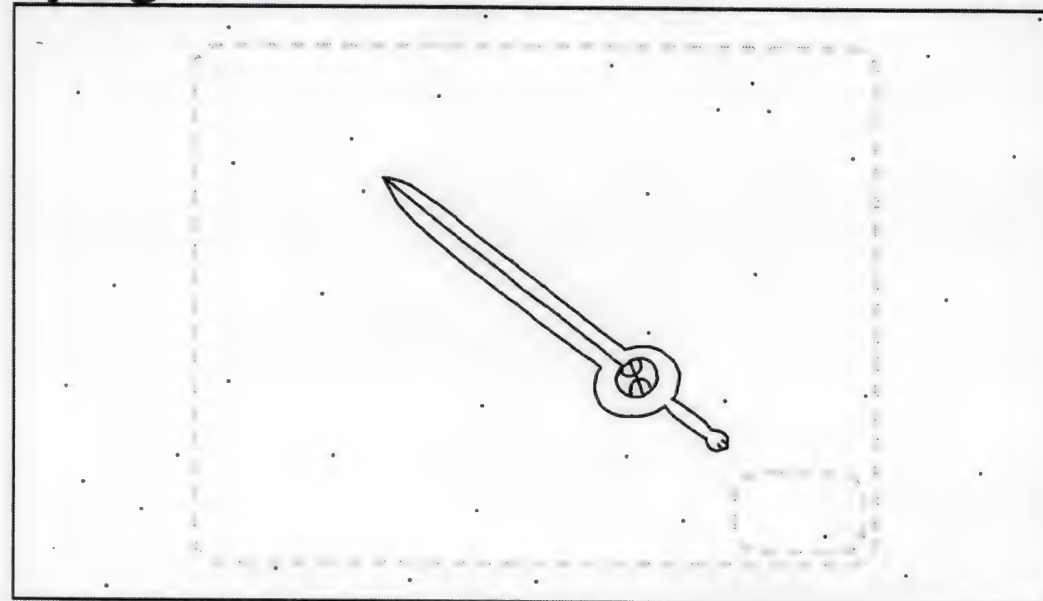
day night



Sc. **158 cont** Pnl. **C**

Bg.

day night



Dialog:

Action:

- SWORD LANDS ON SAND.

Timing:

DEC 17 2015

Production :

EPISODE #

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1034/244



# ADVENTURE TIME



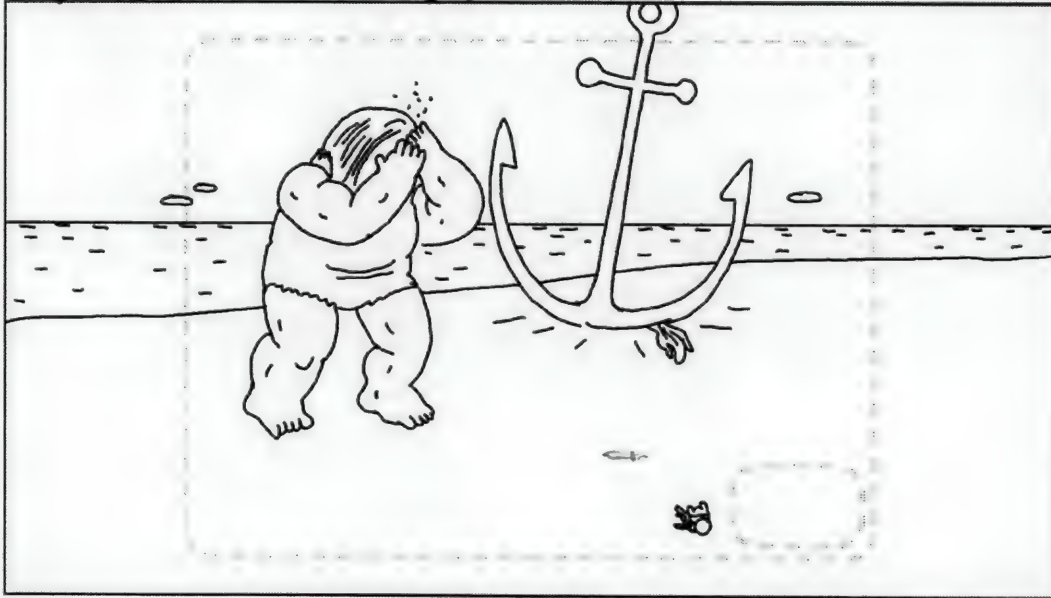
Page **331**

Sc. **159**

Pnl. **A**

Bg.

day night



Sc. **159 cont** Pnl. **B**

Bg.

day night



1034-244

EPISODE #

1034/244

Production :

Dialog:

(10)  
⑤ OBJECTIVE . . . OBJECTIVE . . . UAH, OBJECT . . . UFF . . .

Action:

DEC 17 2015

Timing:

1034/244

# ADVENTURE TIME



Page **332**

Sc. **160**

Pnl. **A**

Bg.

day night

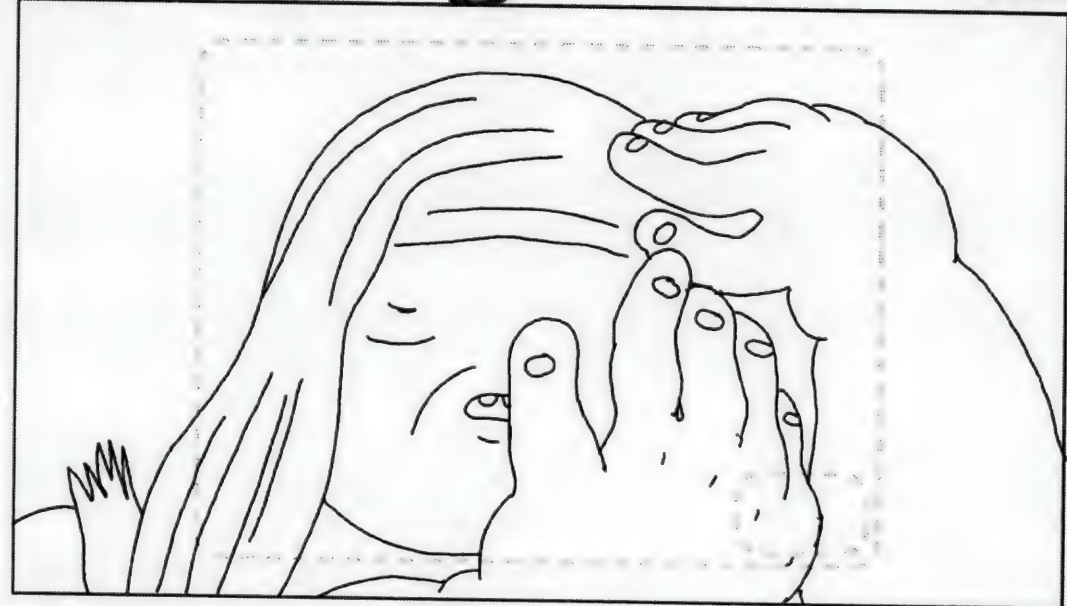


Sc. **160 cont**

Pnl. **B**

Bg.

day night



Dialog:

~~Sfx~~ **SPARKING**  
**S** UGH ...

Action:

Timing:

DEC 17 2015

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1034/244

Production :

1034/244



# ADVENTURE TIME

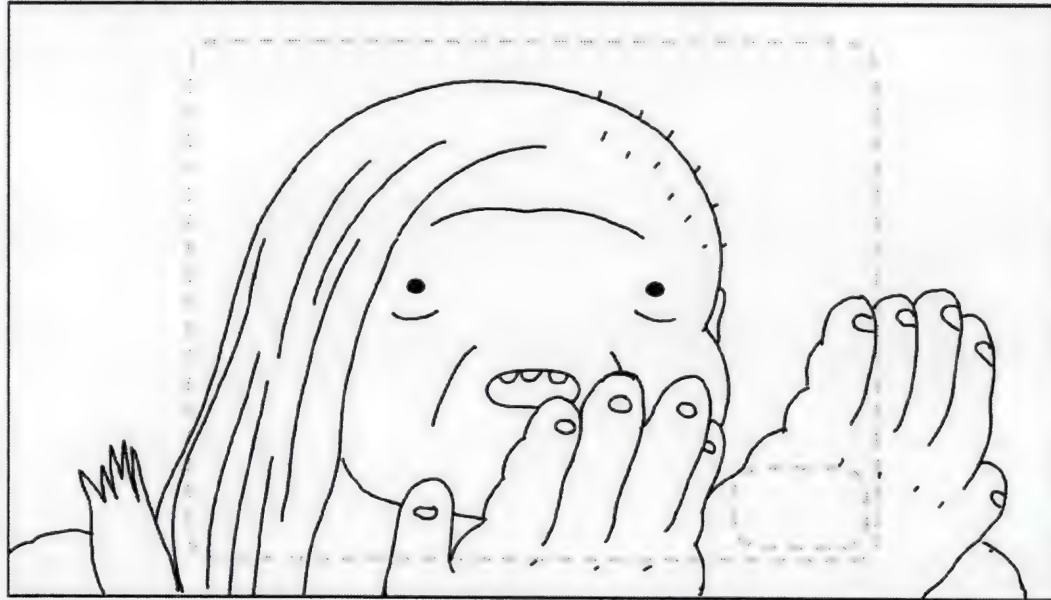


Page **333**

Sc. **160 cont** Pnl. **C**

Bg.

day night

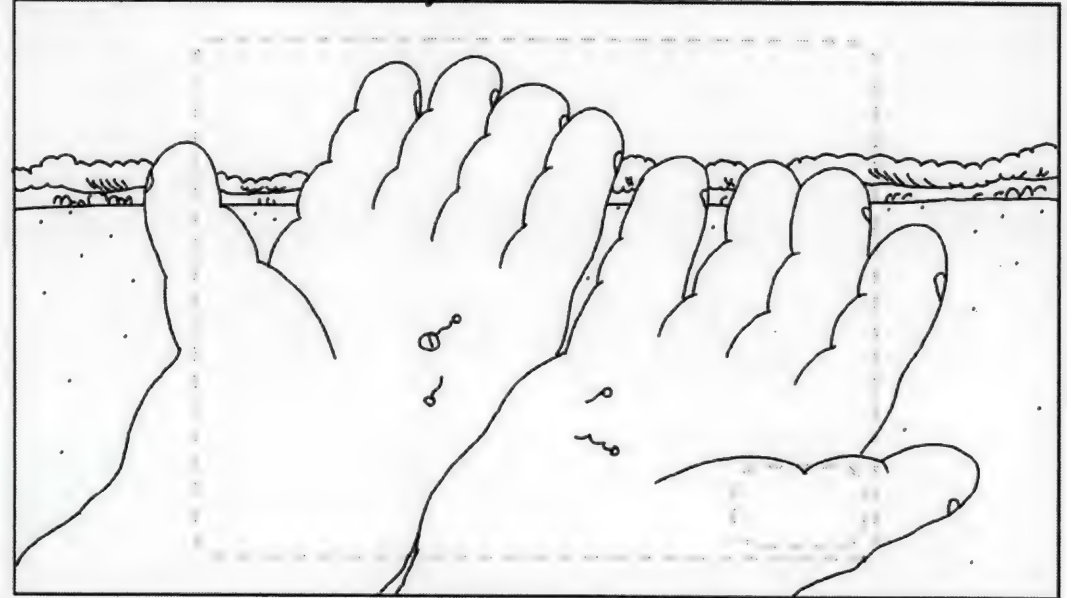


Sc. **161**

Pnl. **A**

Bg.

day night

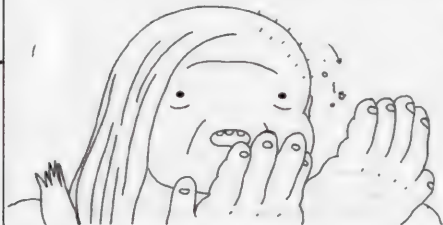


Dialog:

Action:

- IMPLANT CRUMBLES INTO SUSAN'S HAND.

Timing:



DEC 17 2015

EPISODE #

Production :

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1034/244

1034/244

1034/244

# ADVENTURE TIME



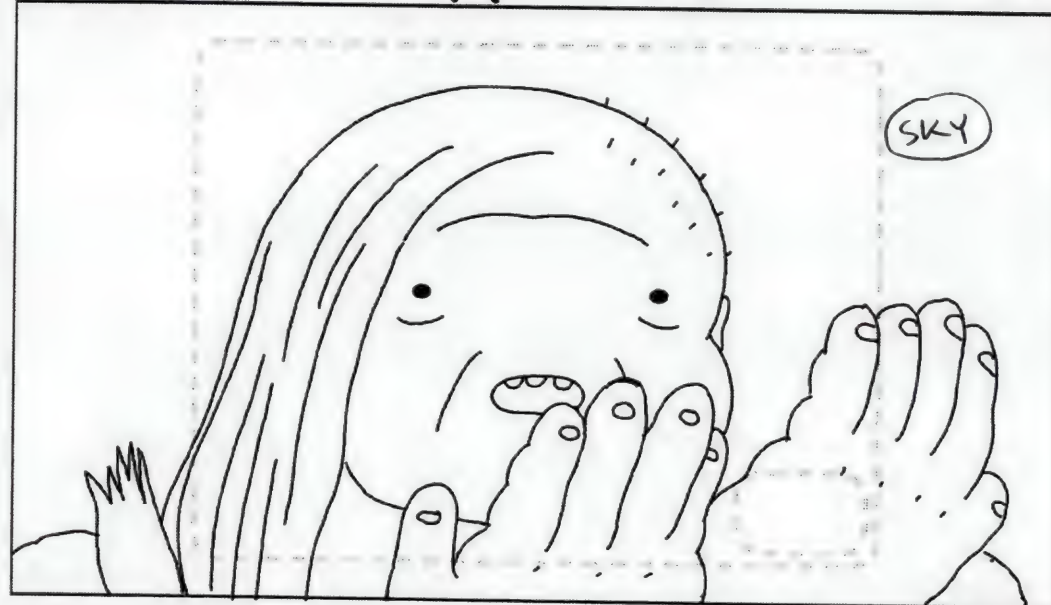
Page **334**

Sc. **162**

Pnl. **A**

Bg.

day night

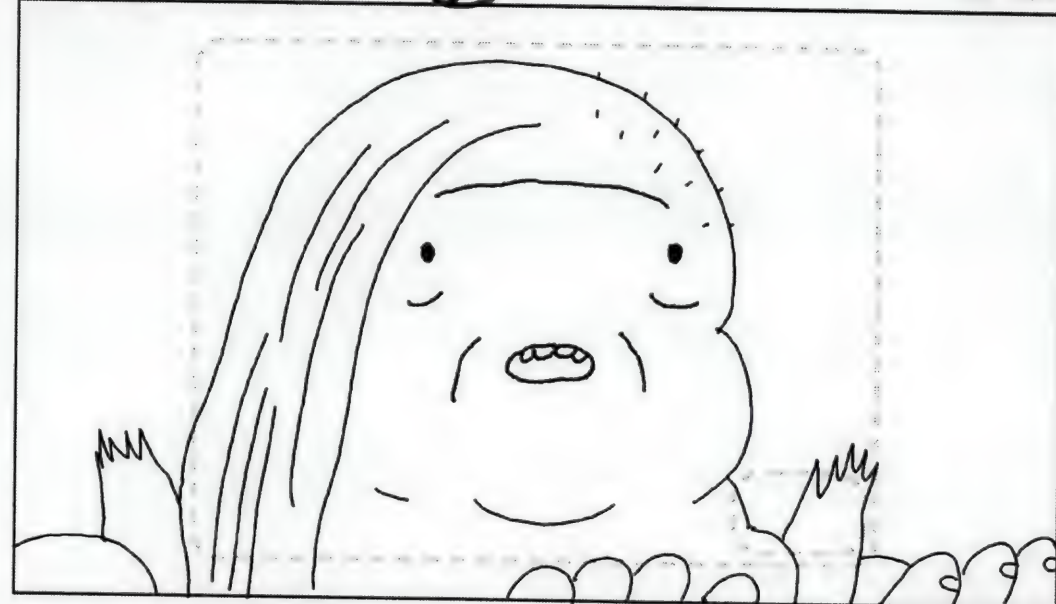


Sc. **162 cont**

Pnl. **B**

Bg.

day night



Dialog:

⑤ FINN ?

Action:

Timing:

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# ADVENTURE TIME



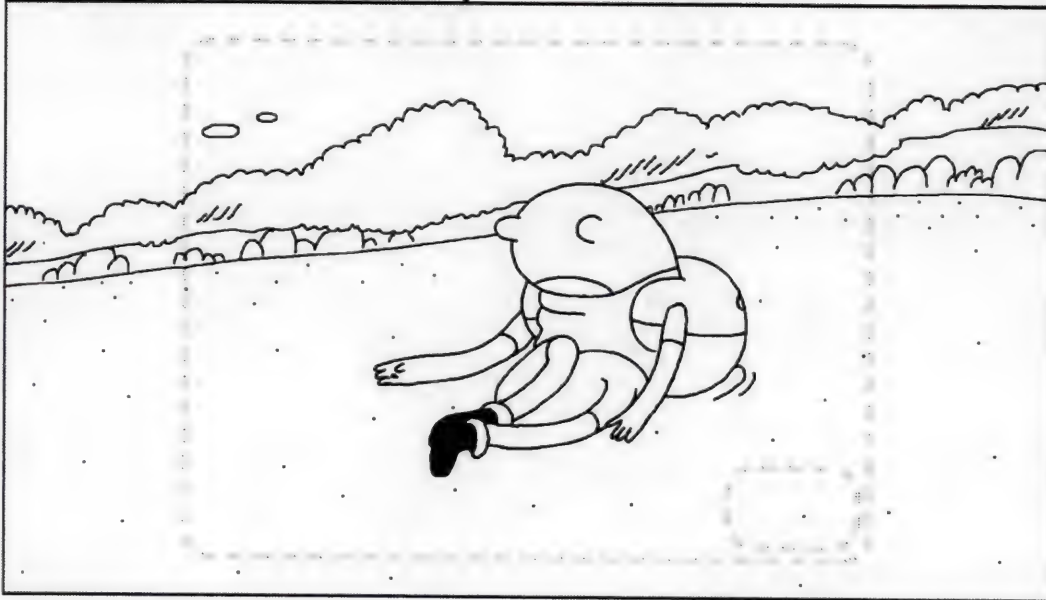
Page **335**

Sc. **163**

Pnl. **A**

Bg.

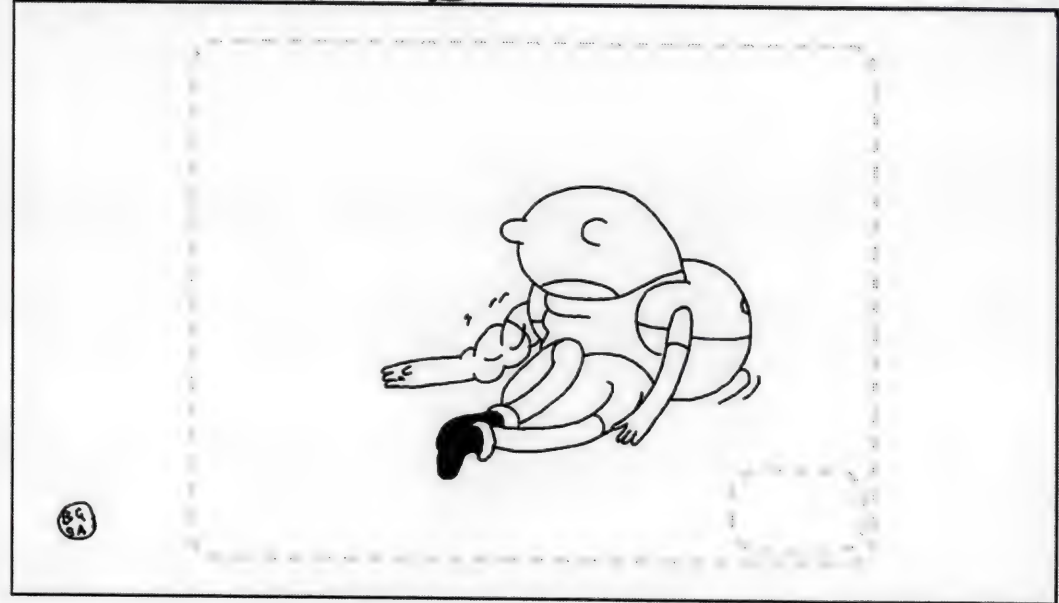
day night



Sc. **163 cont** Pnl. **B**

Bg.

day night



Dialog:

**(SPK)** WARBBLE WARBBLE

Action:

- FINN'S ARM STARTS SHAKING, TRANSFORMING.

Timing:

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1034/244

Production :

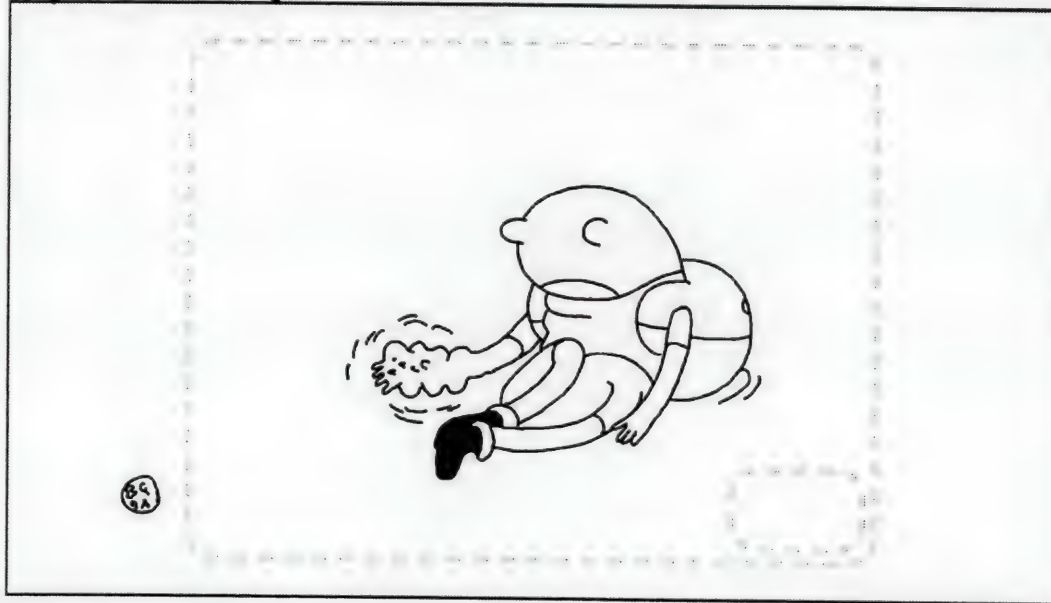
# ADVENTURE TIME



Sc. 163 cont Pnl. C

Bg.

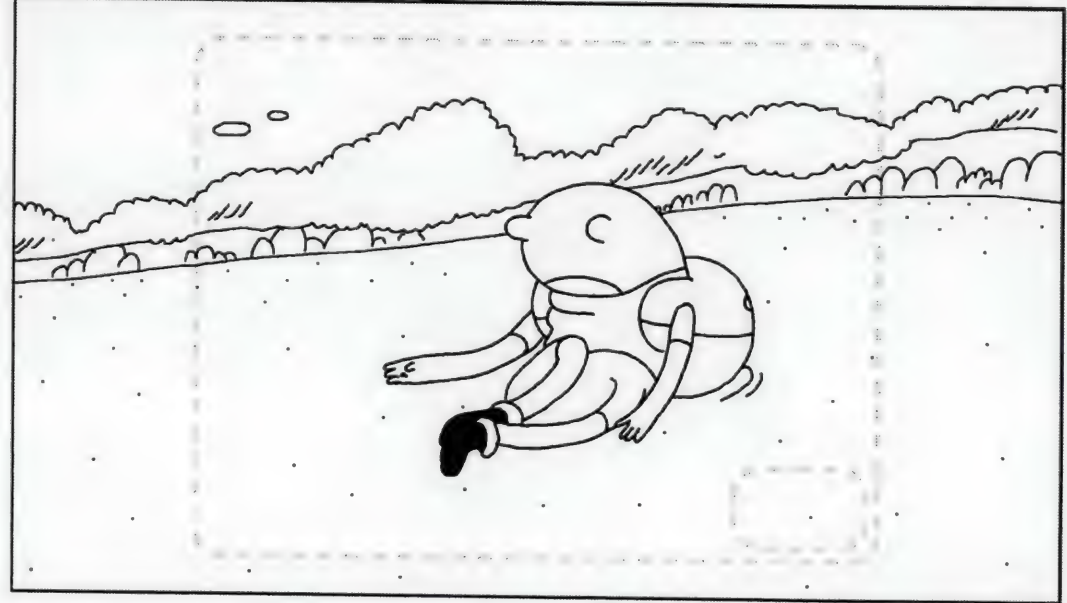
day night



Sc. 163 cont Pnl. D

Bg.

day night



Dialog:

(SPK) WARBBLE

Action:

Timing:

DEC 17 2015

Production :

EPISODE #

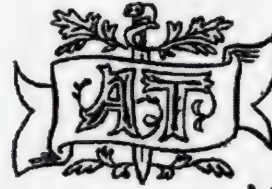
1034-244

1034/244

1034/244



# ADVENTURE TIME



Page **337**  
day night

Sc. **164**

Pnl. **A**

Bg.

day night



Sc. **164 cont**

Pnl. **B**

Bg.

day night



Dialog:

**(SPK)** WARBBLE WARBBLE WARBBLE

Action:

-TREMOR OF TRANSFORMATION

DEC 17 2015

Timing:

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Production :

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# ADVENTURE TIME



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Sc. **164 cont**

Pnl. **C**

Bg.

day night

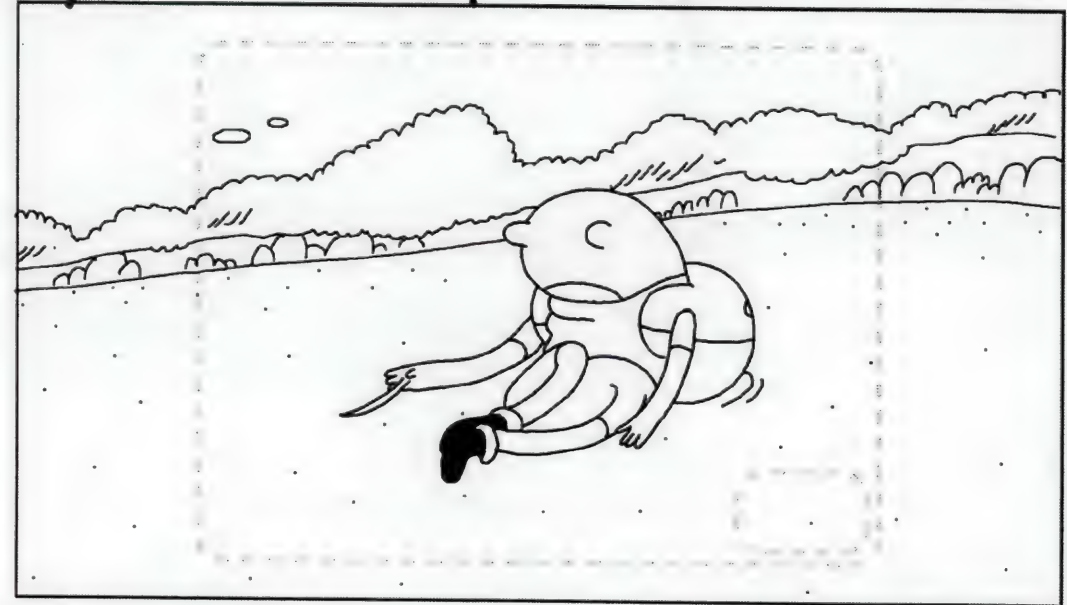


Sc. **165**

Pnl. **A**

Bg.

day night



Dialog:

**(SFX) SHEENK!**

Action:

**-BLADE FORMS FROM THORN.**

Timing:

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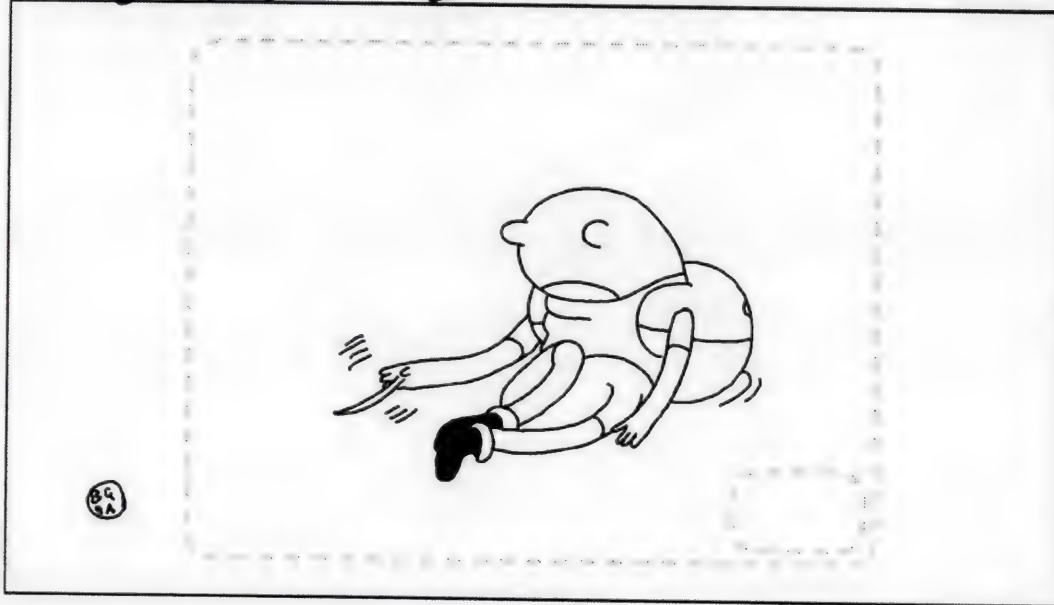
# ADVENTURE TIME



Sc. 165 cont Pnl. B

Bg.

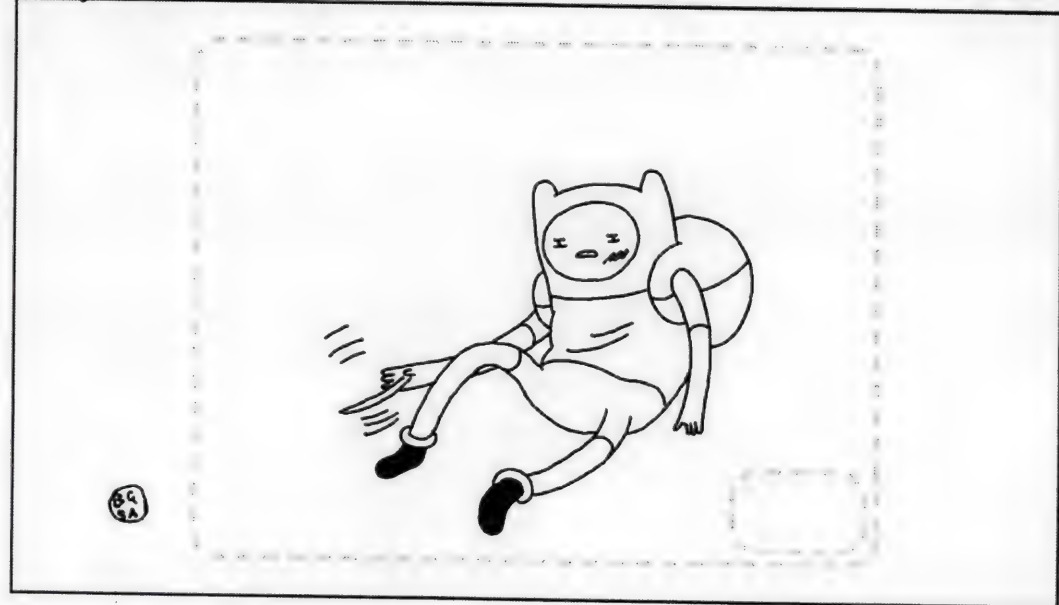
day night



Sc. 165 cont Pnl. C

Bg.

Page 339  
day night



Dialog:

WHA?

Action:

HAND STARTS VIBRATING.

- F. REGAINS CONSCIOUSNESS.

DEC 17 2015

Timing:

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Production :

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# ADVENTURE TIME



Sc. 165 cont

Pnl.

D

Bg.

day night

Sc. 165 cont

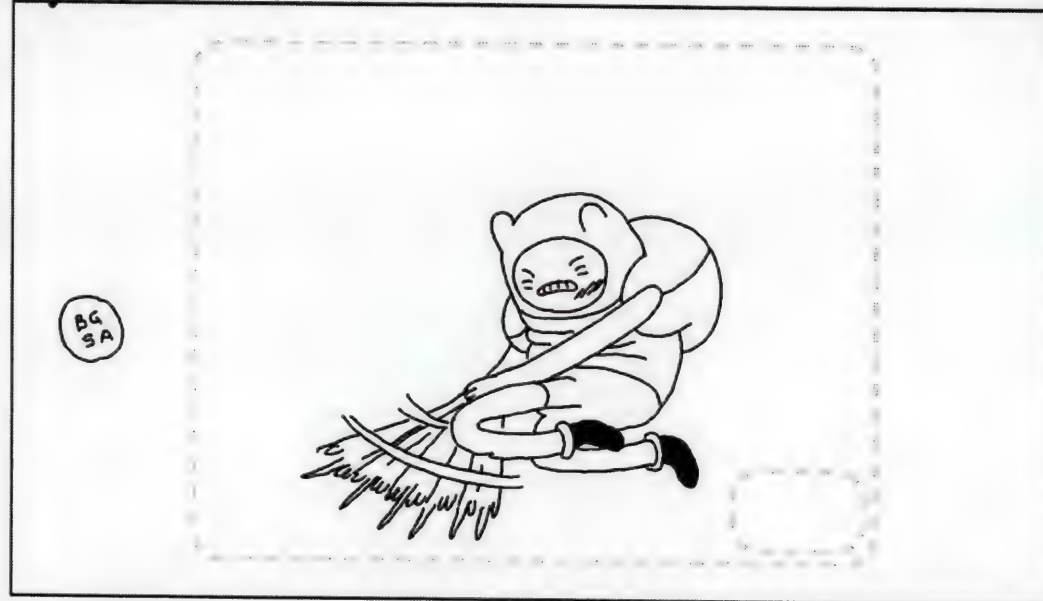
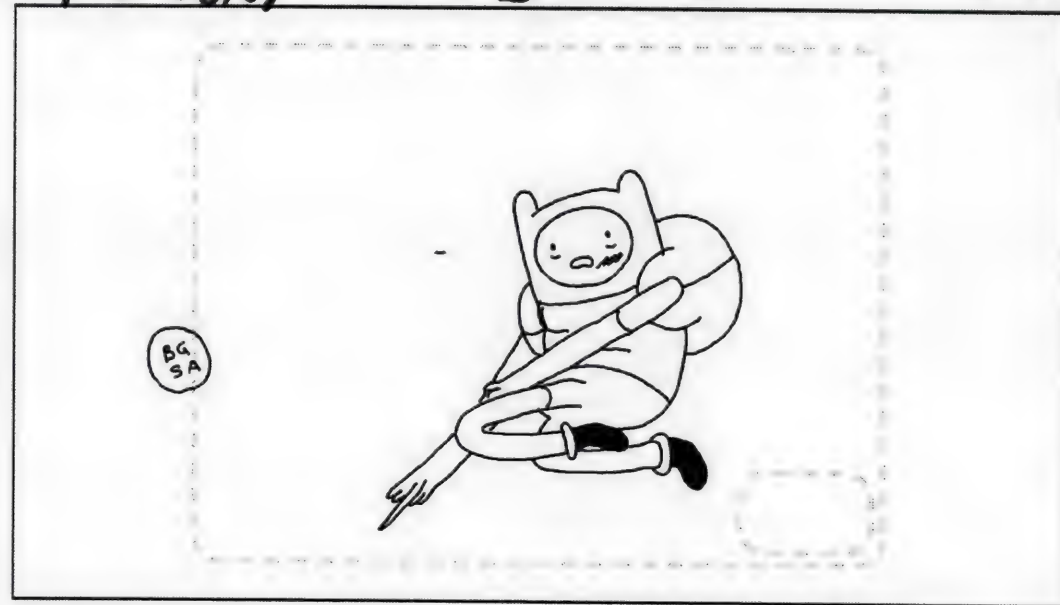
Pnl.

E

Bg.

day night

Page 340



Dialog:

ⓐ NO! I'M IN CONTROL!

ⓕ N N N!

Action:

- F. GRABS HIS RIGHT ARM.

ⓓ

Timing:



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# ADVENTURE TIME

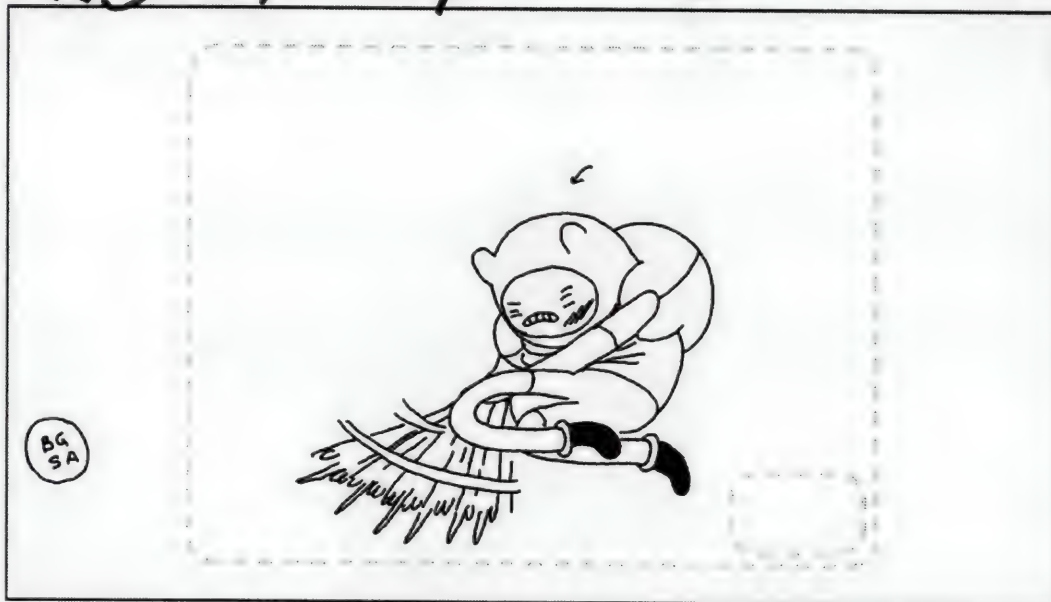


Page **341**

Sc. **165 cont** Pnl. **F**

Bg.

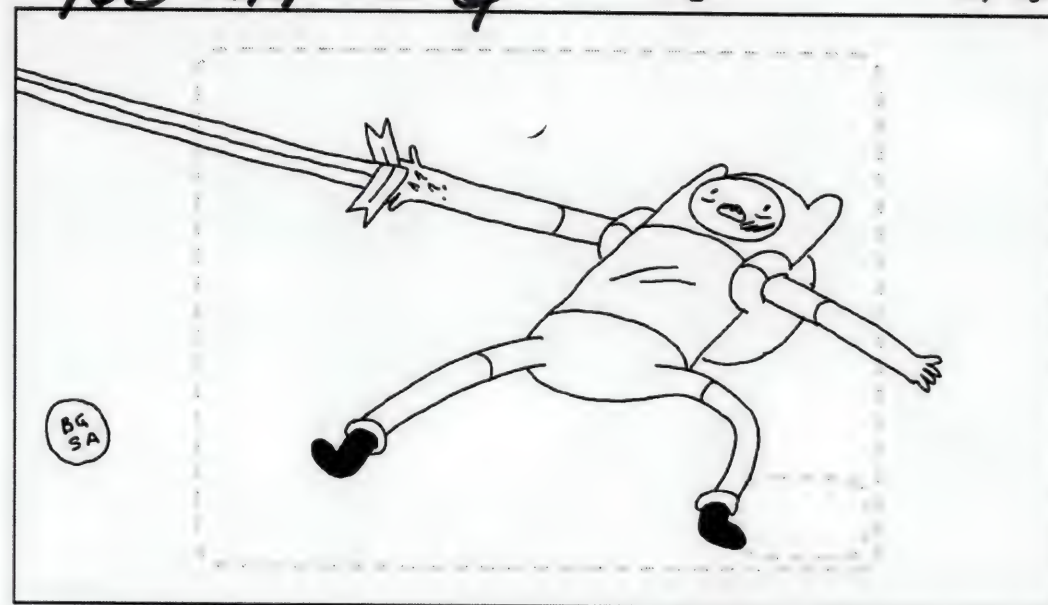
day night



Sc. **165 cont** Pnl. **G**

Bg.

day night



Dialog:

**(SFX) THWIP!**

Action:

DEC 17 2015

- GRASS SWORD FORMS/ ERUPTS FROM HAND.

Timing:



Production :

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1034/244

# ADVENTURE TIME



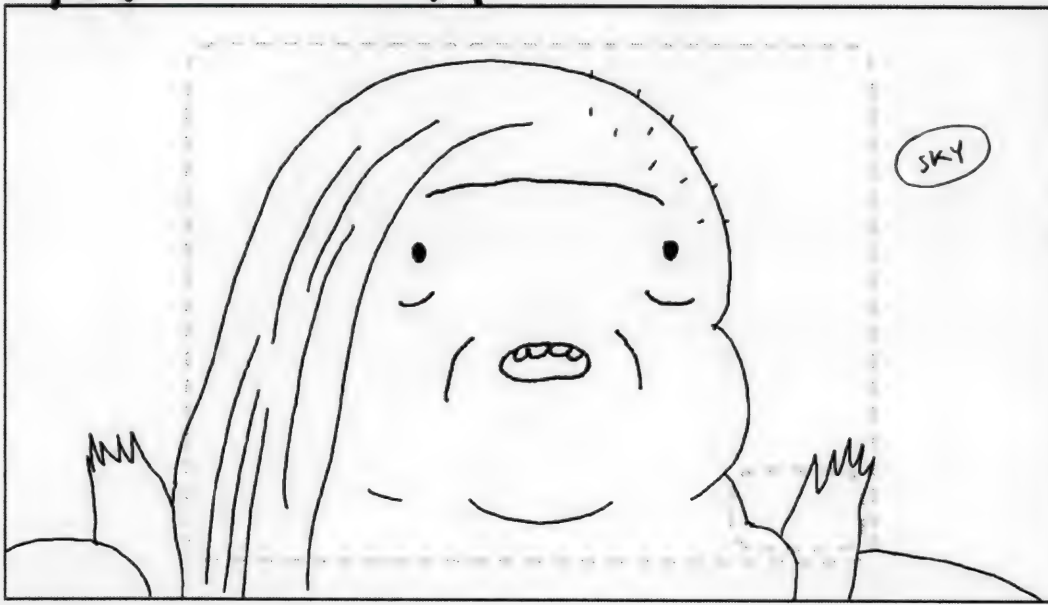
Page **342**

Sc. **166**

Pnl. **A**

Bg.

day night

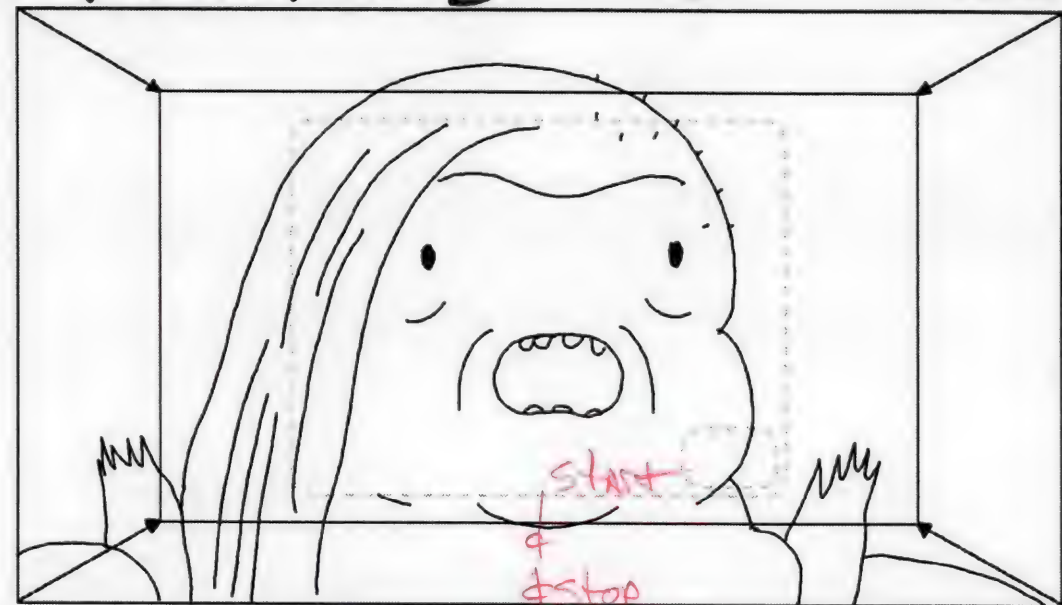


Sc. **166 cont**

Pnl. **B**

Bg.

day night



|                                                                    |             |
|--------------------------------------------------------------------|-------------|
| Dialog:                                                            |             |
| <p style="text-align: right;">TRUCK IN</p>                         |             |
| Action:                                                            |             |
| <p style="text-align: center;">REAL FAST SHOT, REAL FAST ZOOM.</p> |             |
| Timing:                                                            | DEC 17 2015 |

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Production :

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ADVENTURE TIME



Sc. 167 Pnl. A Bg. day night

Sc. 167 cont Pnl. B Bg. day night

|         |  |                                       |
|---------|--|---------------------------------------|
| Dialog: |  |                                       |
| Action: |  | - GRASS SWORD<br>SEPARATES INTO FOUR. |
| Timing: |  | DEC 17 2015                           |

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Production :

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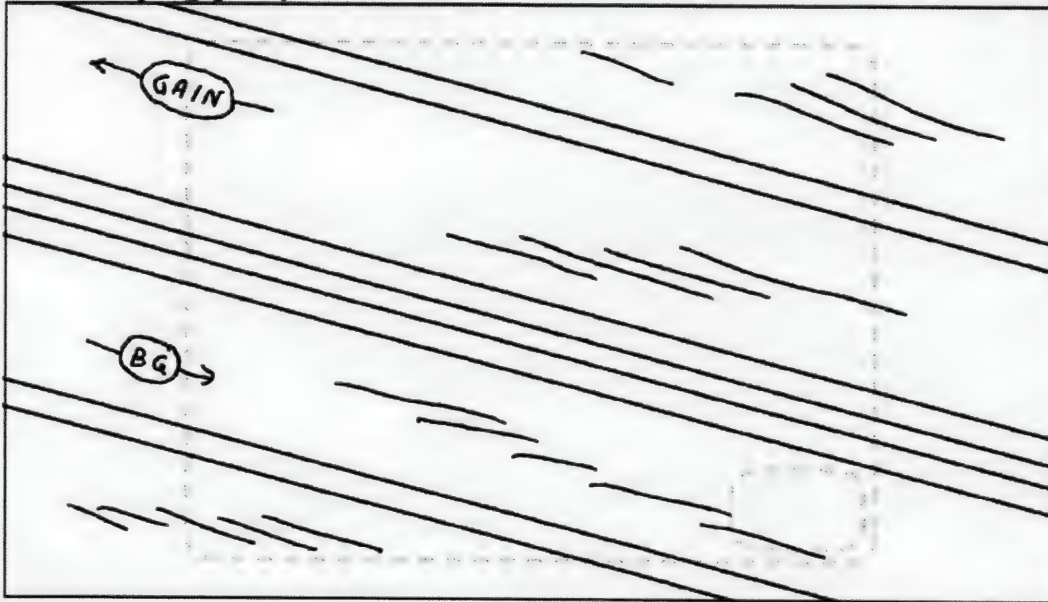
ADVENTURE TIME



Sc. 167 cont Pnl. C

Bg.

day night



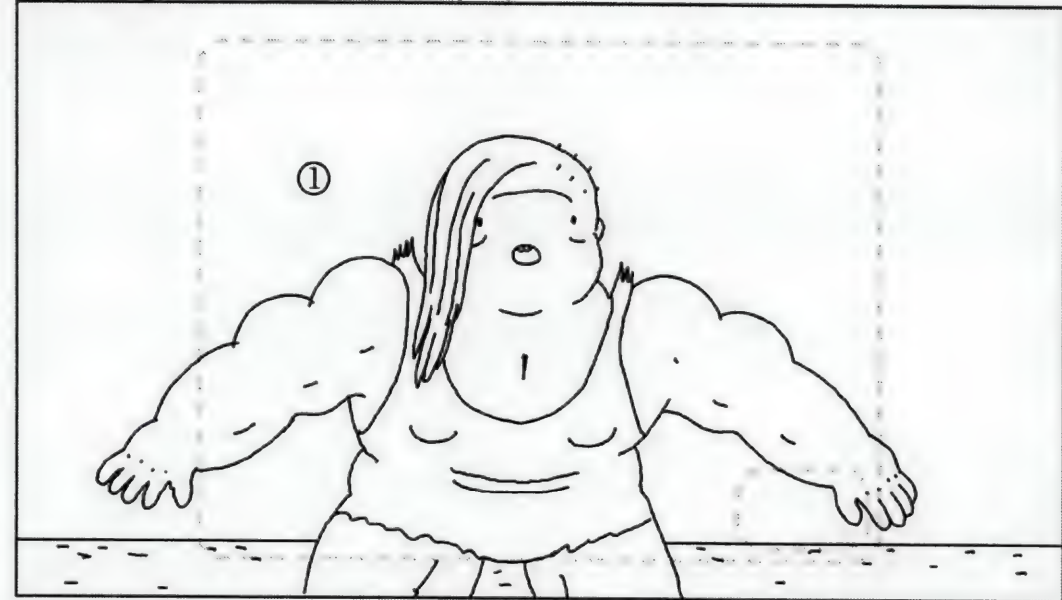
Sc. 168

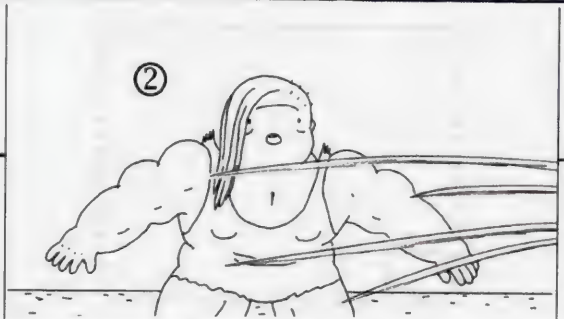
Pnl. A

Bg.

day night

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|                                                                                       |  |
|---------------------------------------------------------------------------------------|--|
| Dialog:                                                                               |  |
| Action:                                                                               |  |
| Timing:                                                                               |  |
| DEC 17 2011                                                                           |  |
|  |  |

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EPISODE #

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Production :



# ADVENTURE TIME

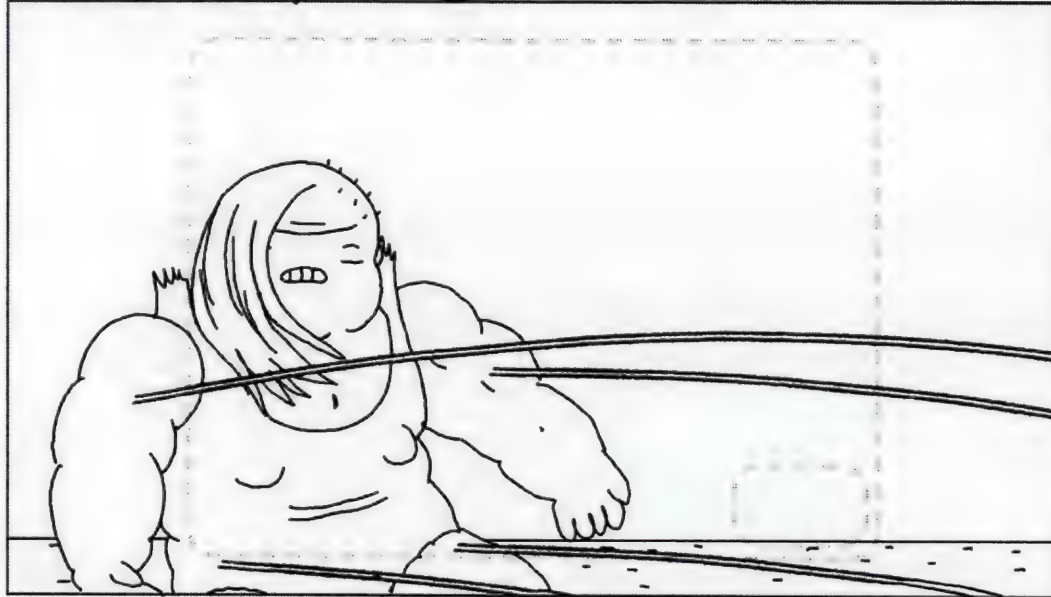


Page **345**

Sc. **168 cont** Pnl. **B**

Bg.

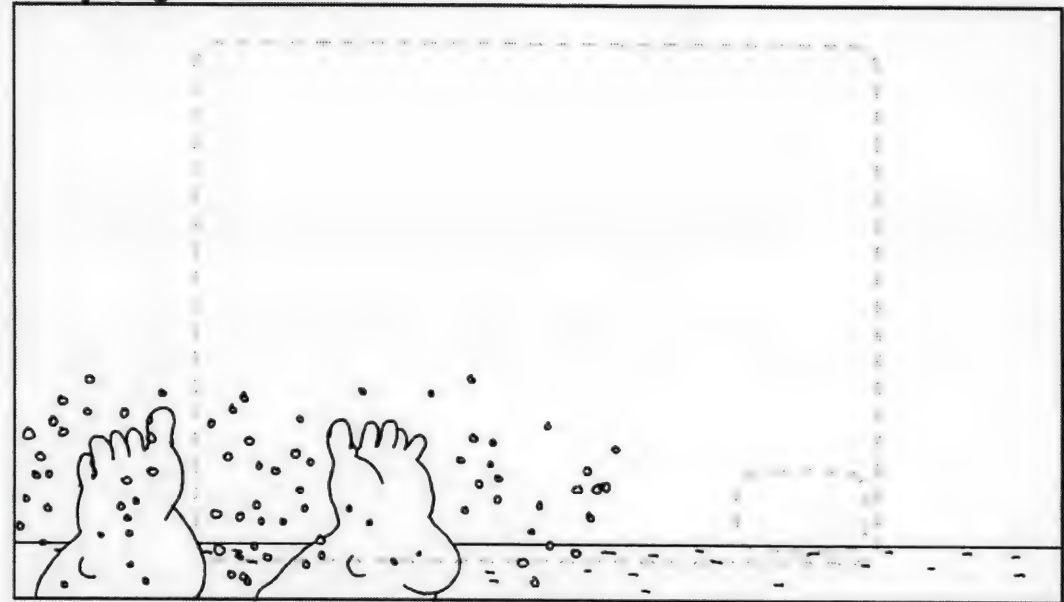
day night



Sc. **168 cont** Pnl. **C**

Bg.

day night



Dialog:

**③ UH!**

Action:

**-TENDRILS HIT SUSAN AND KNOCK HER DOWN.**

DEC 17 2015

Timing:

1034-244

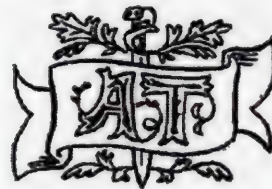
EPISODE #

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Production :

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# ADVENTURE TIME



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Sc. 168 cont Pnl. D

Bg.

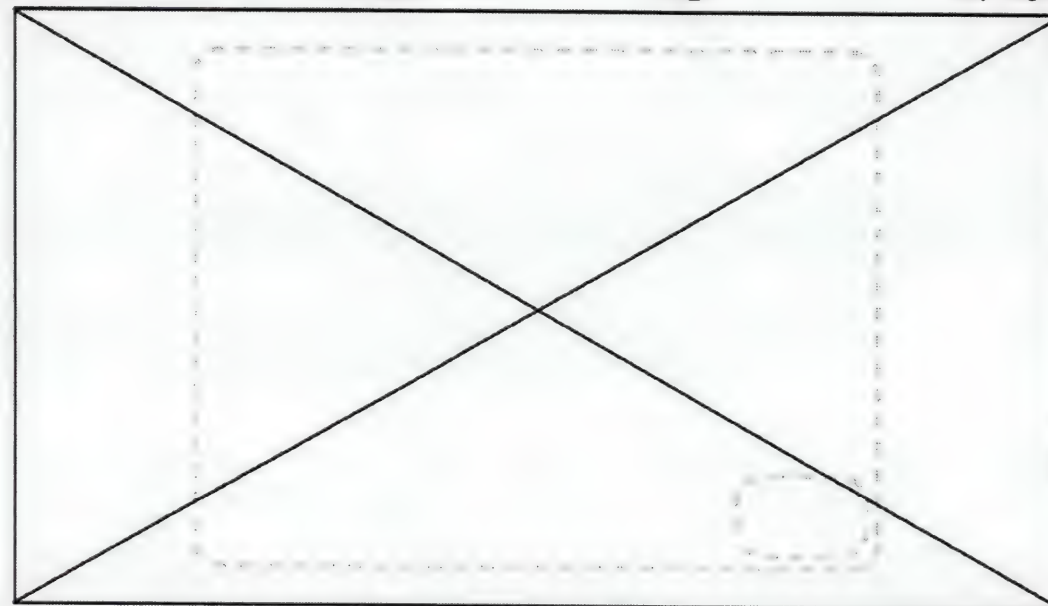
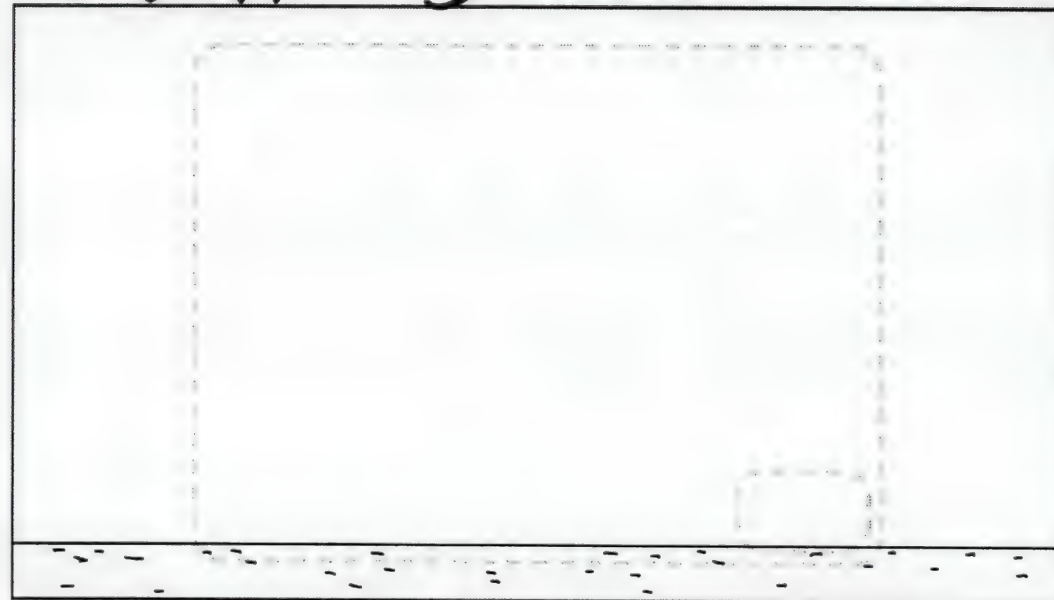
day night

Sc. /

Pnl. /

Bg.

day night



Dialog:

Action:

Timing:

DEC 17 2015

Production :

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1034/244

1034/244



1034/244

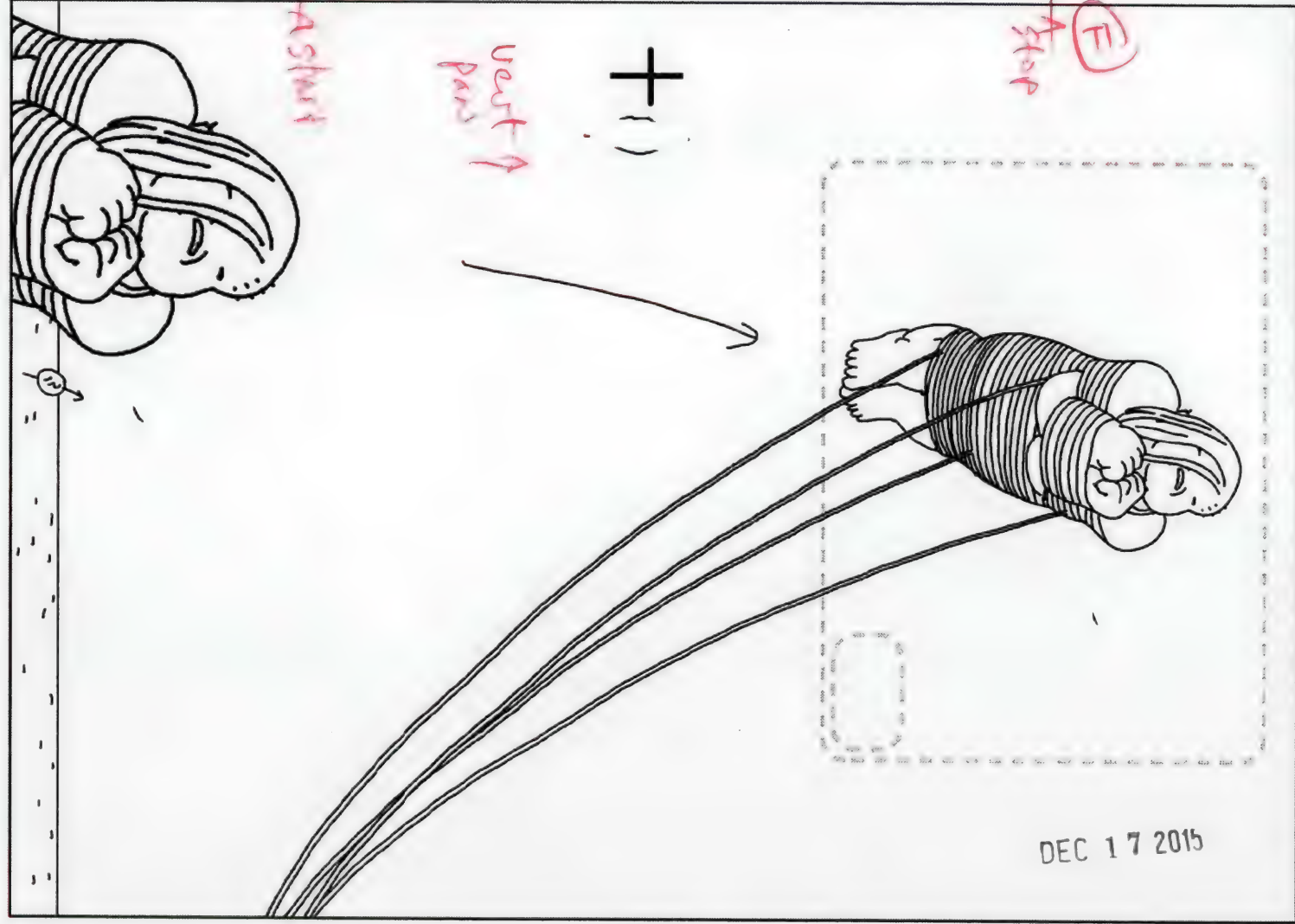
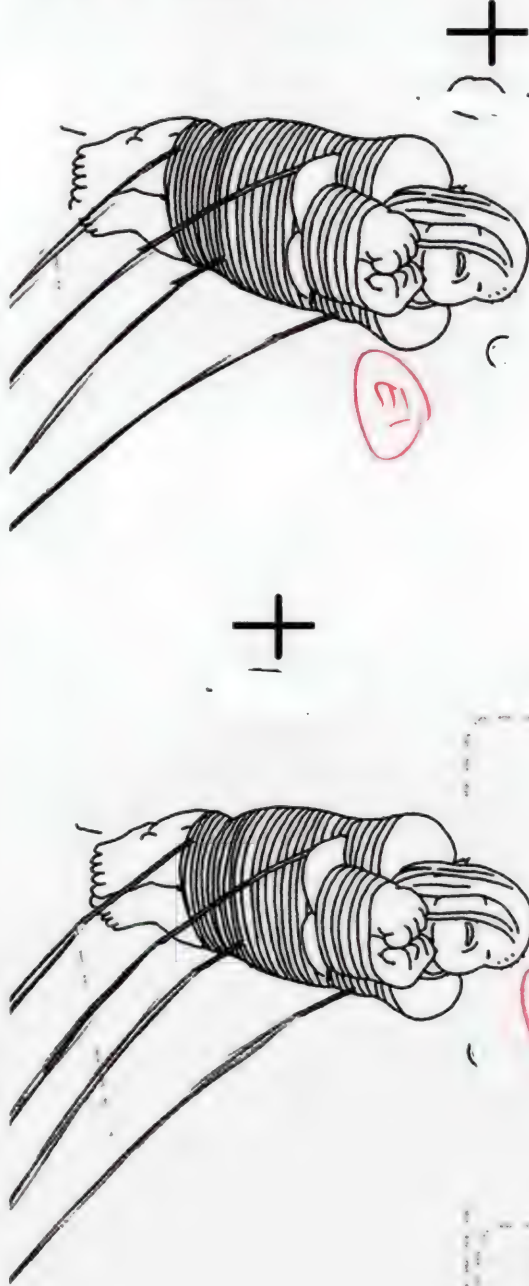
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168 cont

ADVENTURE TIME



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- SUSAN LIES ON GROUND LIFTED INTO THE AIR.  
- PAN W/ SUSAN.

Sc. 168 cont

EPISODE #

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1034/244

Bg.

day night

Production :

1034/244

# ADVENTURE TIME



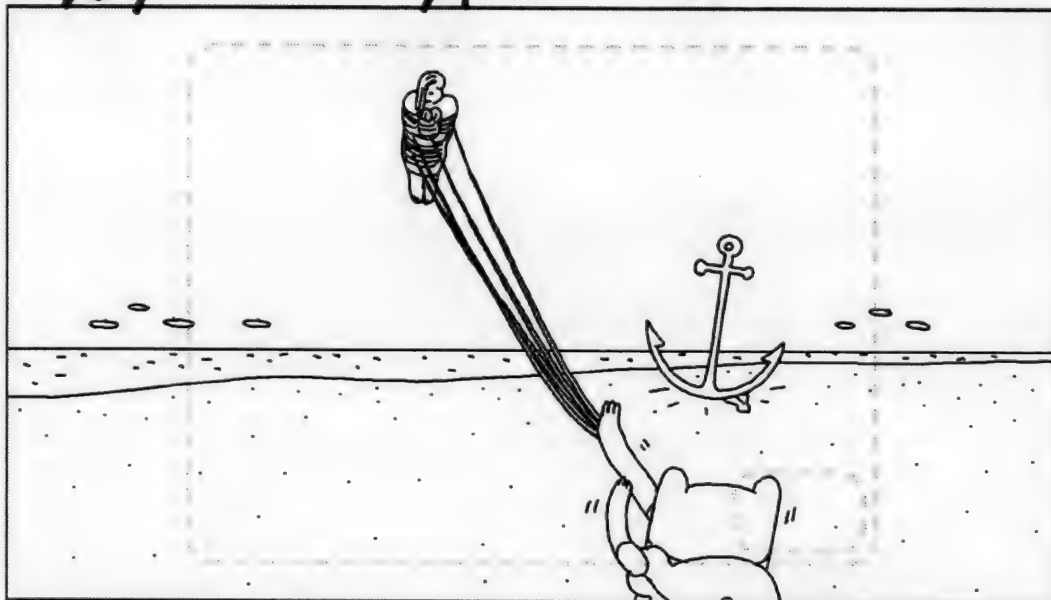
Page **348**

Sc. **169**

Pnl. **A**

Bg.

day night

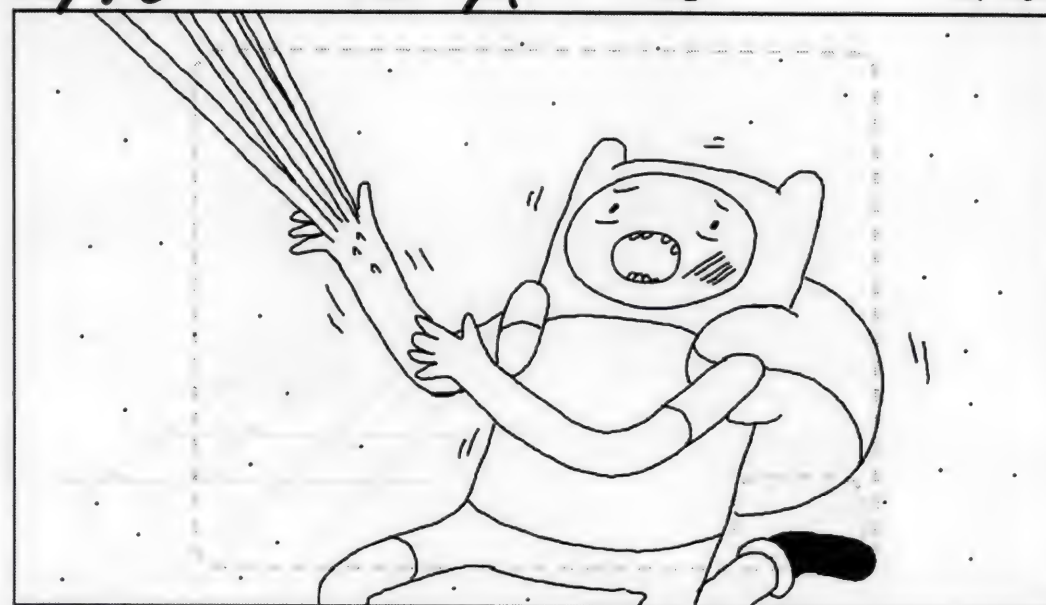


Sc. **170**

Pnl. **A**

Bg.

day night



Dialog:

**(F)** NO '!!' Susan!!

Action:

- FINN SHAKING

Timing:

DEC 17 2013

Production :

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# ADVENTURE TIME



Page **349**

Sc. **171**

Pnl. **A**

Bg.

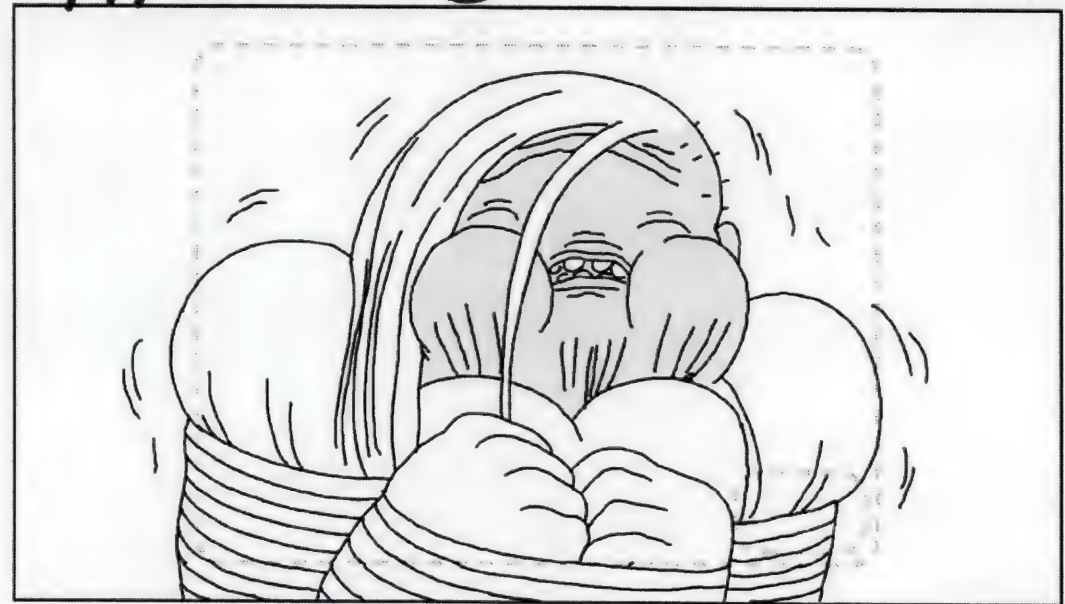
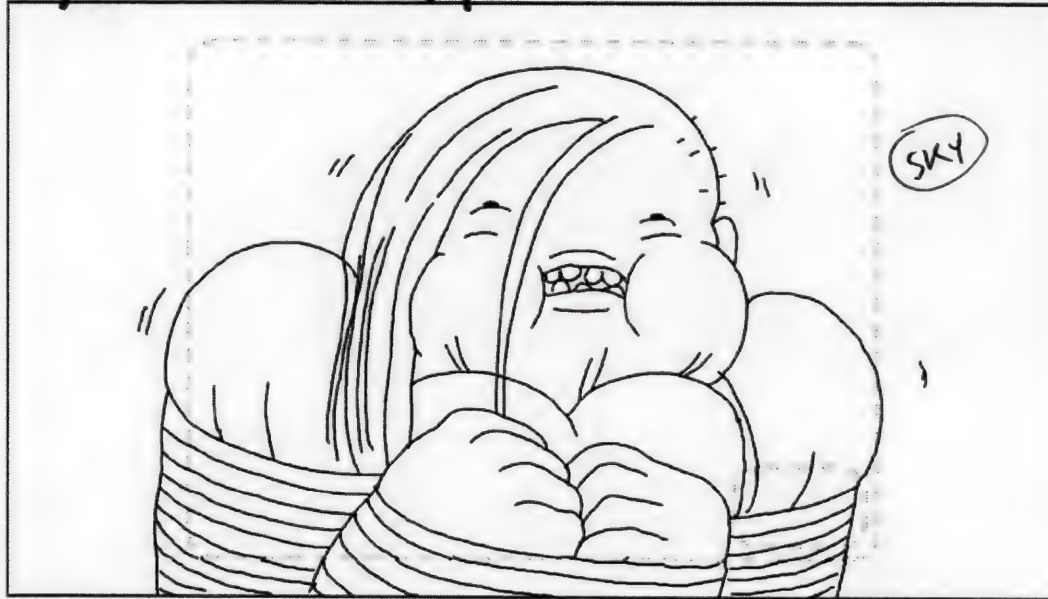
day night

Sc. **171 CONT**

Pnl. **B**

Bg.

day night



Dialog:

⑤ = CONSTRICING NOISES =

⑤ = GURGLE GURGLE =

Action:

Timing:

DEC 17 2015

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EPISODE #

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Production :

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# ADVENTURE TIME



Page **360**

Sc. **172**

Pnl. **A**

Bg.

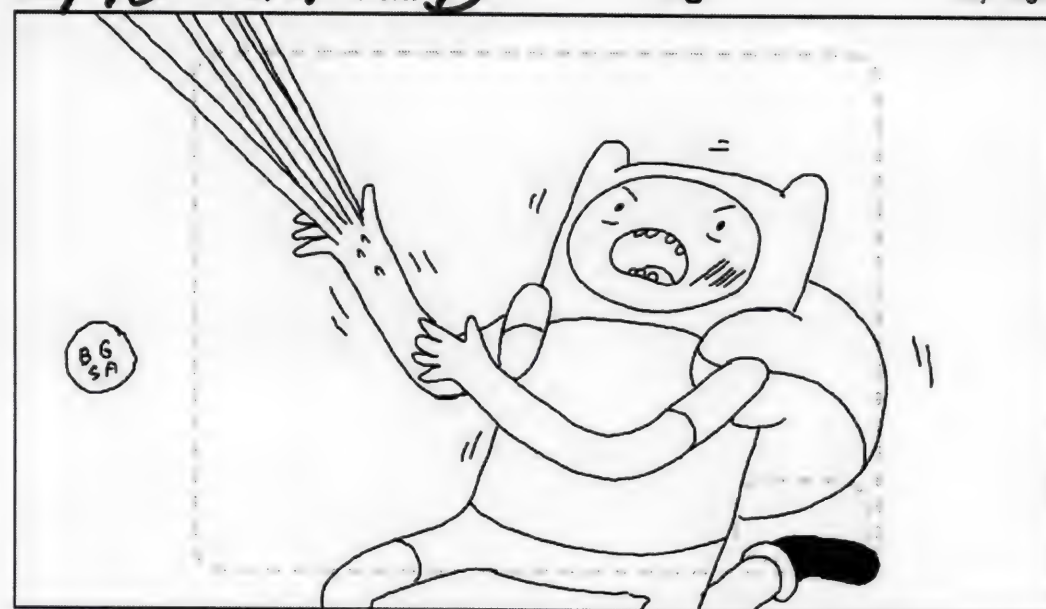
day night



Sc. **172 CONT** Pnl. **B**

Bg.

day night



Dialog:

**(F) A A H!**

Action:

DEC 17 2015

Timing:

EPISODE #

1034-244

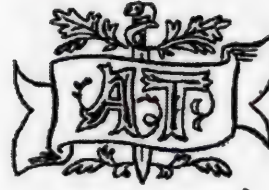
1034/244

Production :

1034/244



# ADVENTURE TIME

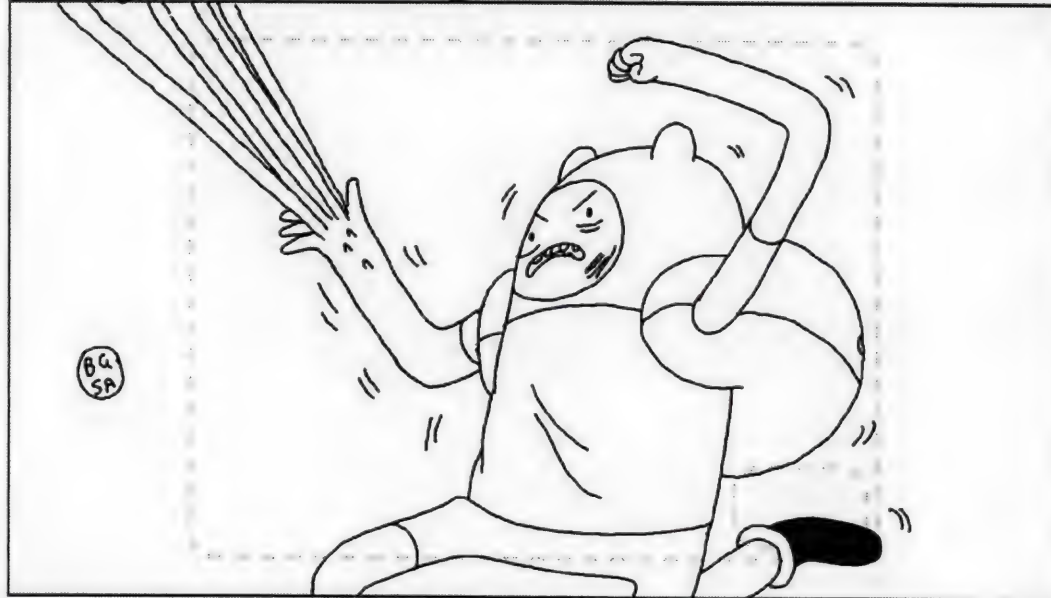


Page **351**  
day night

Sc. **172 cont** Pnl. **C**

Bg.

day night

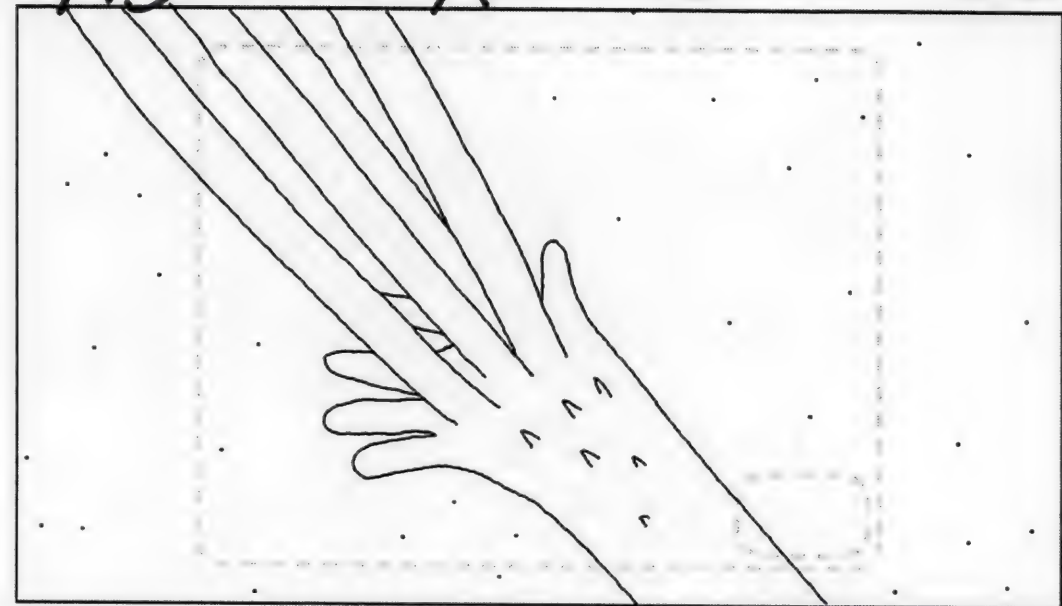


Sc. **173**

Pnl. **A**

Bg.

day night



Dialog:

**(F)** NOT ON MY ARM!

Action:

-F. RAISES FIST.

DEC 17 2015

Timing:

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Production :

1034/244

# ADVENTURE TIME

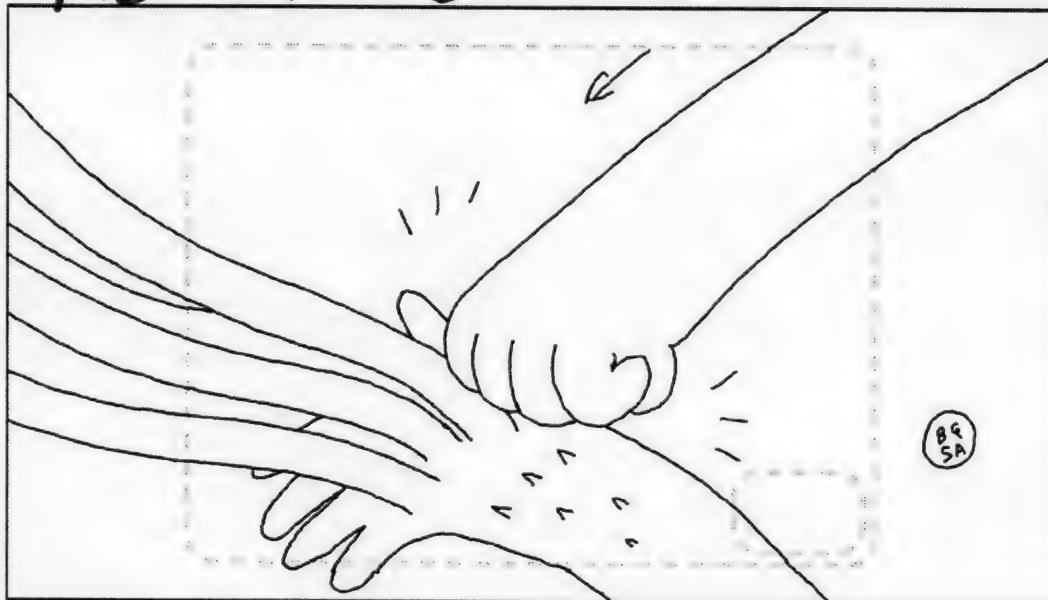


Page **362**

Sc. **173 CONT** Pnl. **B**

Bg.

day night

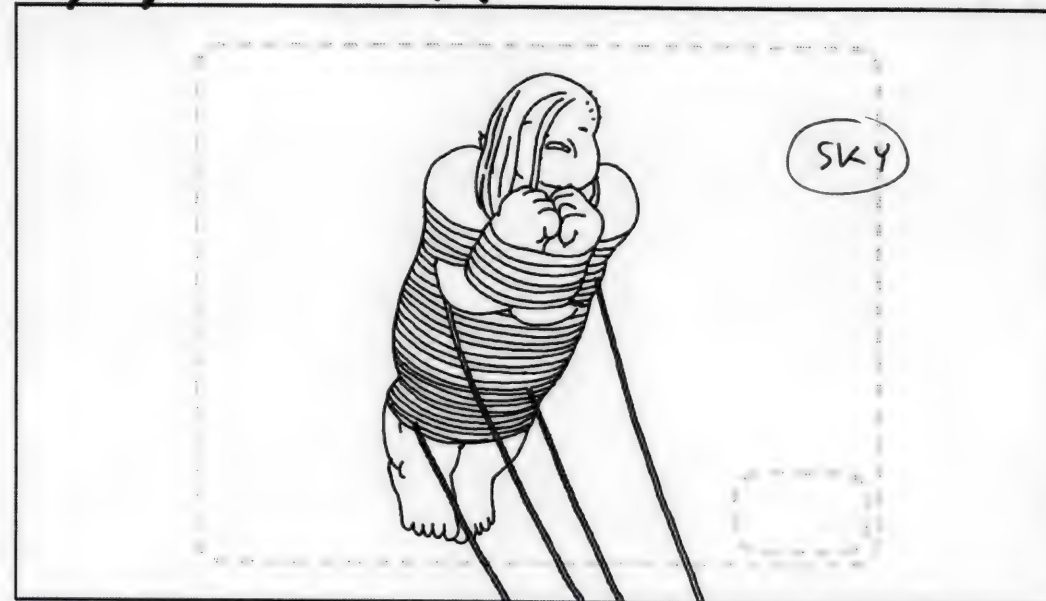


Sc. **174**

Pnl. **A**

Bg.

day night



Dialog:

SFX: POW!

Action:

- FINN PUNCHES GRASS ARM.

Timing:

DEC 17 2015

Production :

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1034/244



# ADVENTURE TIME

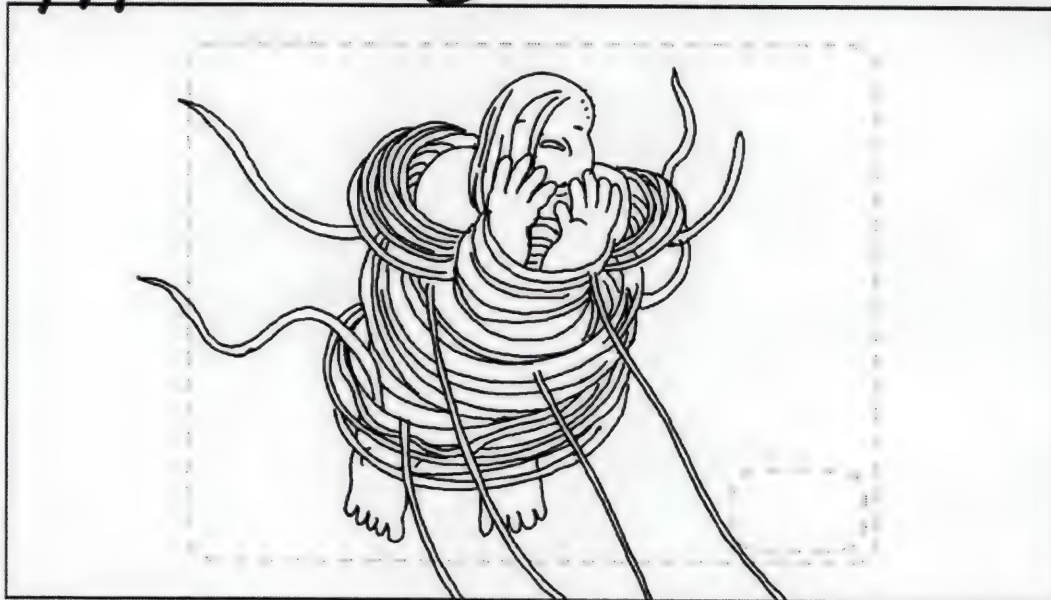


Page **353**

Sc. **174 cont** Pnl. **B**

Bg.

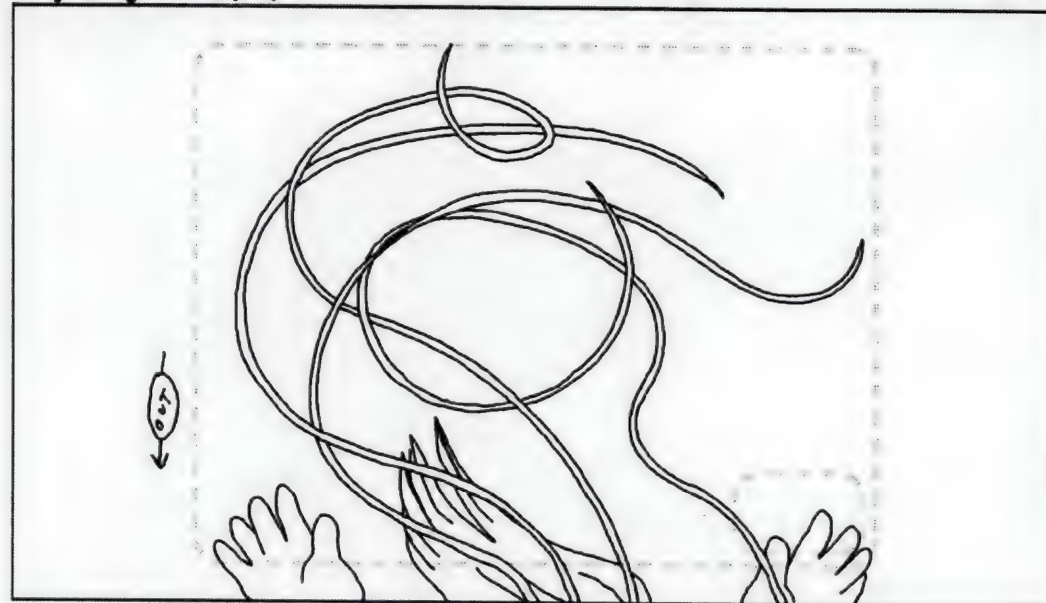
day night



Sc. **174 cont** Pnl. **C**

Bg.

day night



Dialog:

Action:

- TENDRILS ALL RELAX, UNFURL.

- SUSAN DROPS OFF/S

- DEC 17 2015

Timing:

(C1)



Production :

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# ADVENTURE TIME



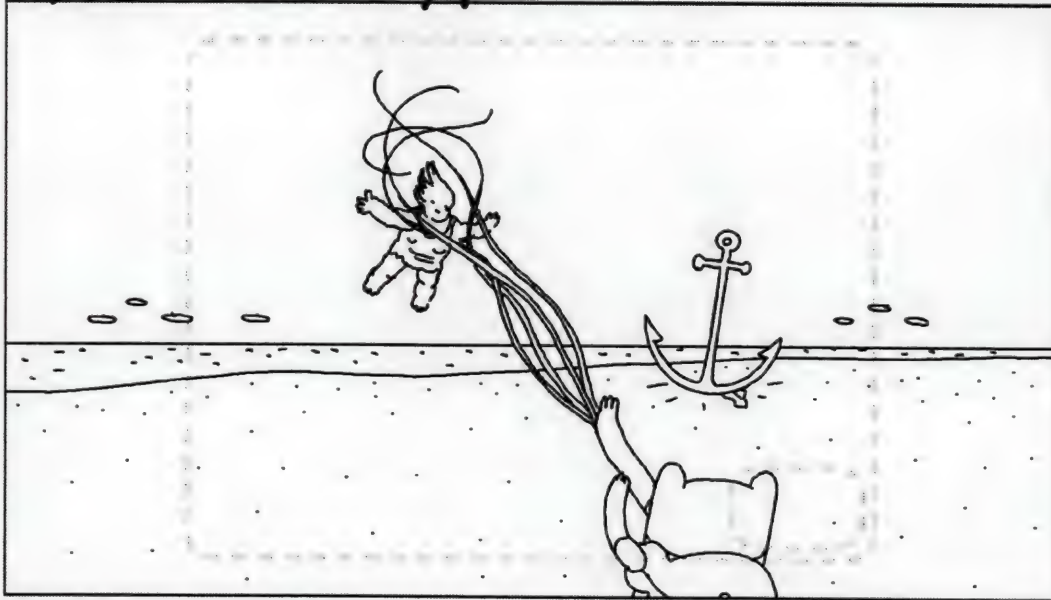
Page 354  
day night

Sc. 175

Pnl. A

Bg.

day night

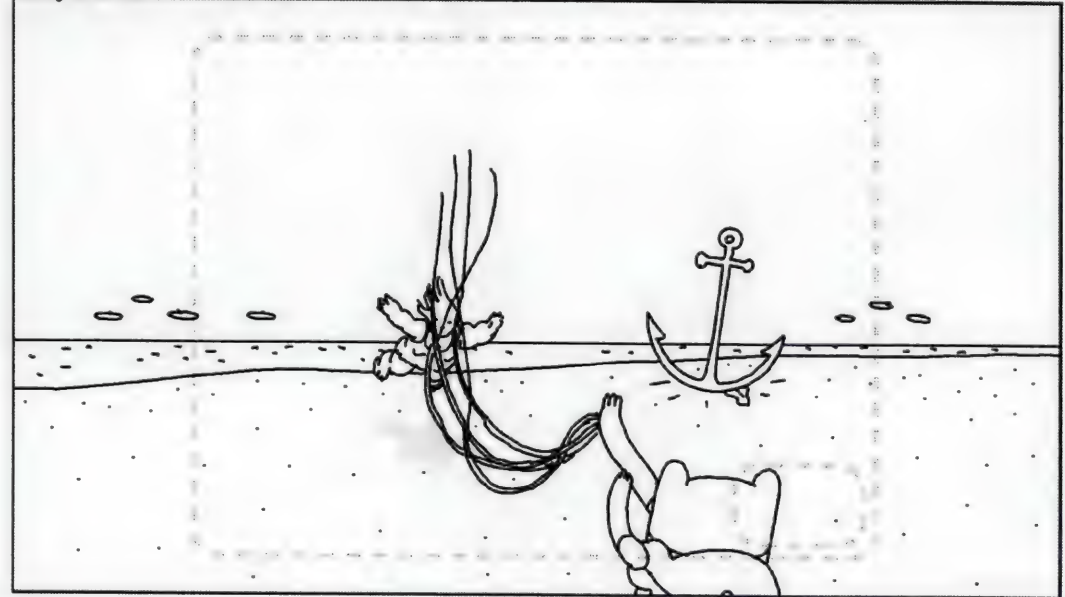


Sc. 175 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

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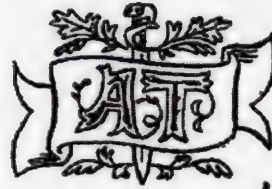
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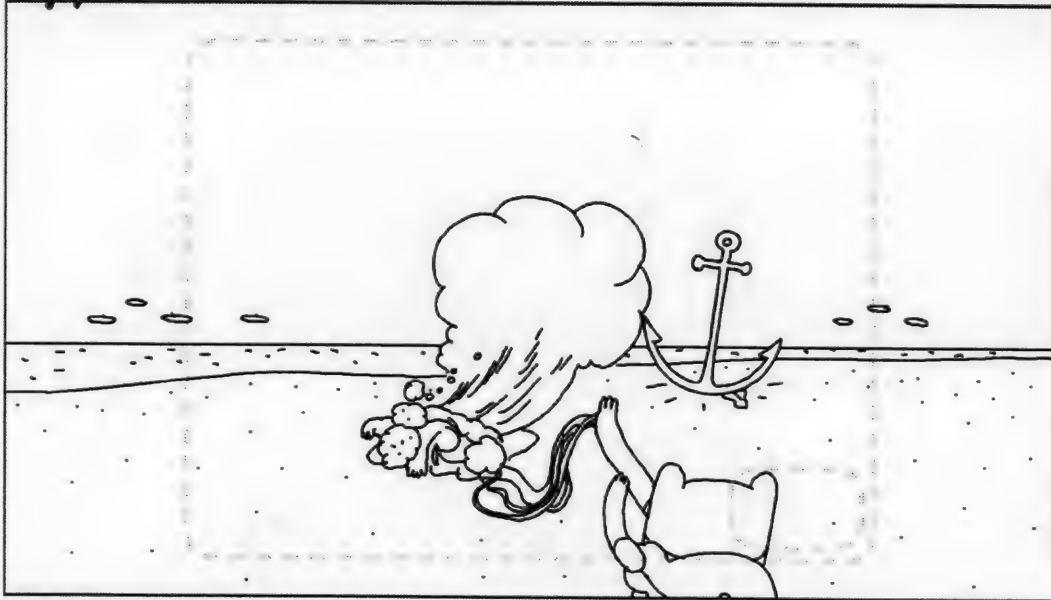
# ADVENTURE TIME



Sc. 175 CONT Pnl. C

Bg.

day night



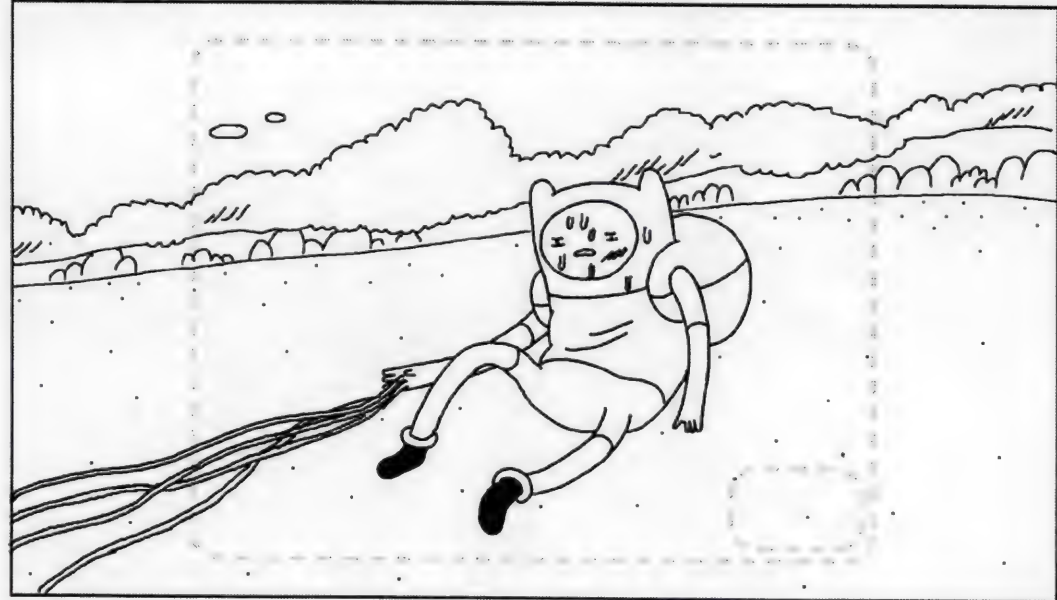
Sc. 176

Pnl. A

Bg.

day night

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Dialog:

(SFX) BOOM

F: [HEAVY BREATHING]

DEC 17 2011

Action:

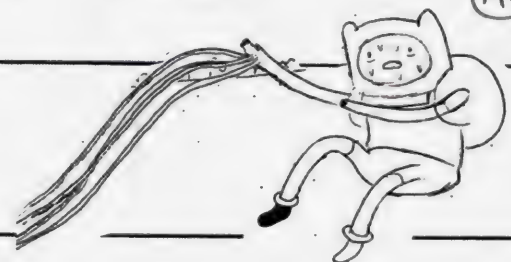


FINN BREATHING HEAVY.

(A1)

Timing:

(C1)



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# ADVENTURE TIME

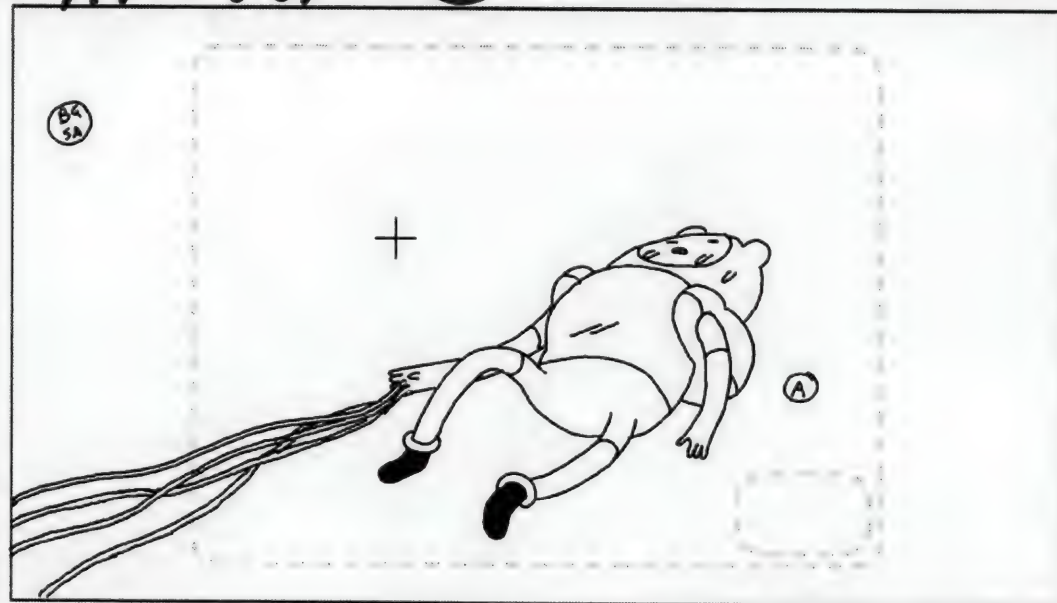


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Sc. **176 CONT** Pnl. **B**

Bg.

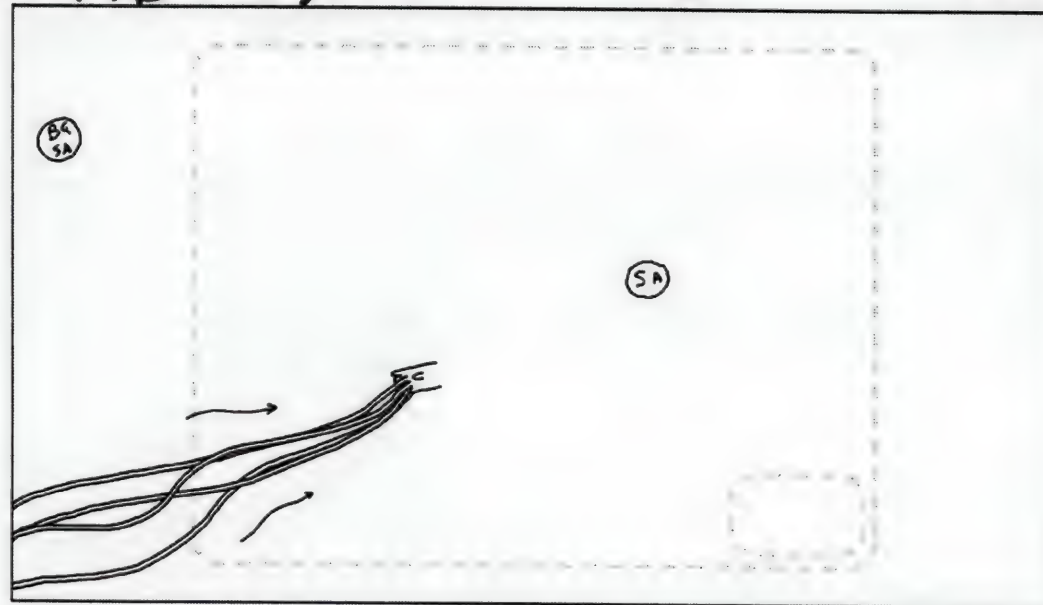
day night



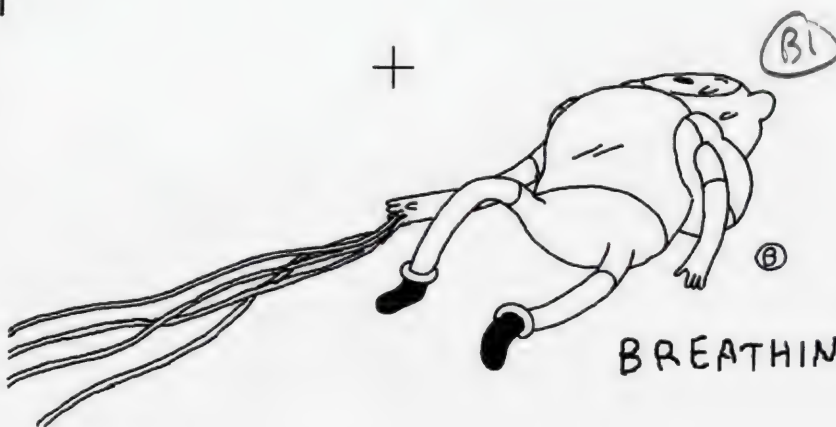
Sc. **176 CONT** Pnl. **C**

Bg.

day night



Dialog:



A B A B A ...

BREATHING HEAVY.

- TENDRILS RETRACT.

DEC 17 2015

Production :

EPISODE #

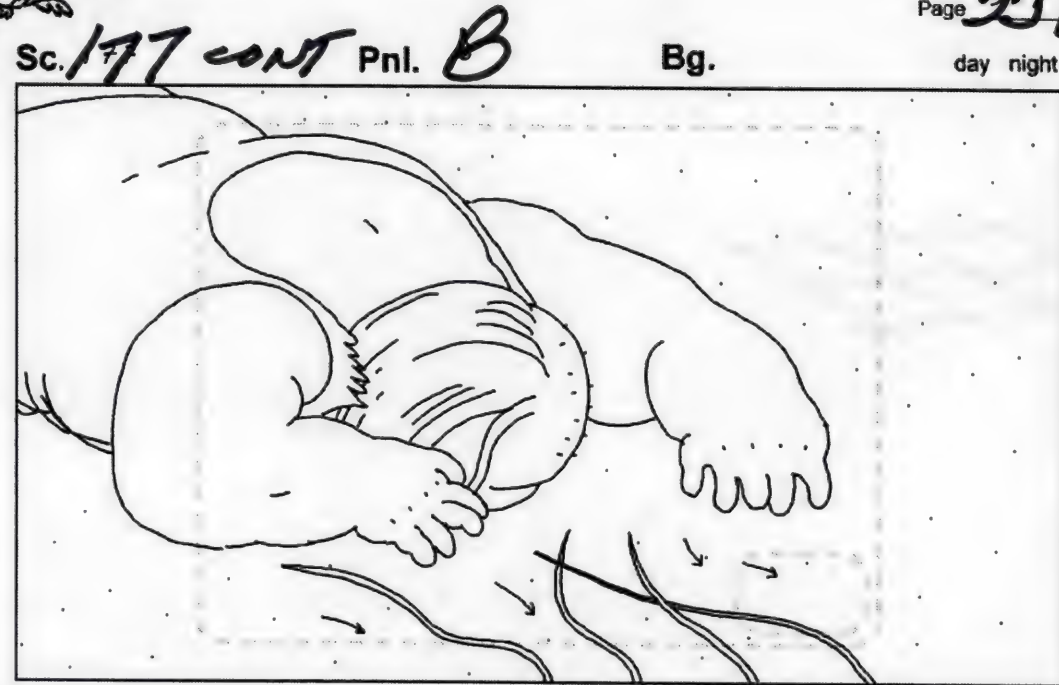
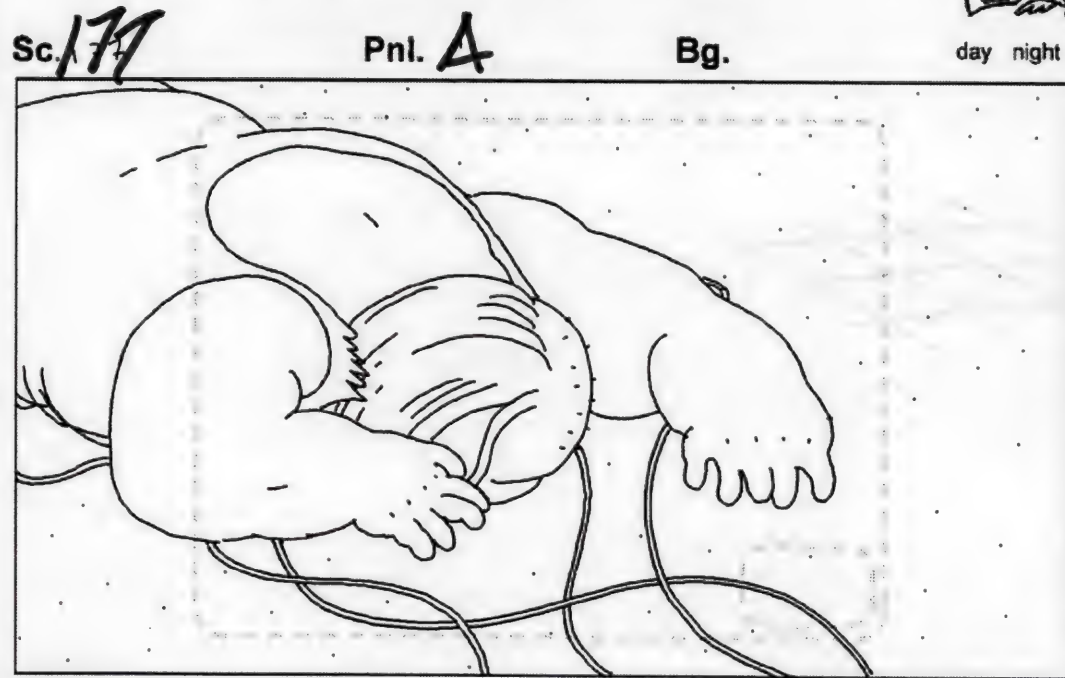
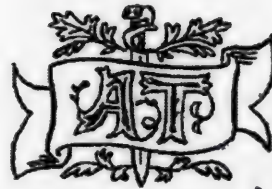
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ADVENTURE TIME



|         |                      |
|---------|----------------------|
| Dialog: | (S) = SNOOZING       |
| Action: | -TENDRILS RETREATING |
| Timing: | DEC 17 2015          |

# ADVENTURE TIME



Page **358**

Sc. **178**

Pnl. **A**

Bg.

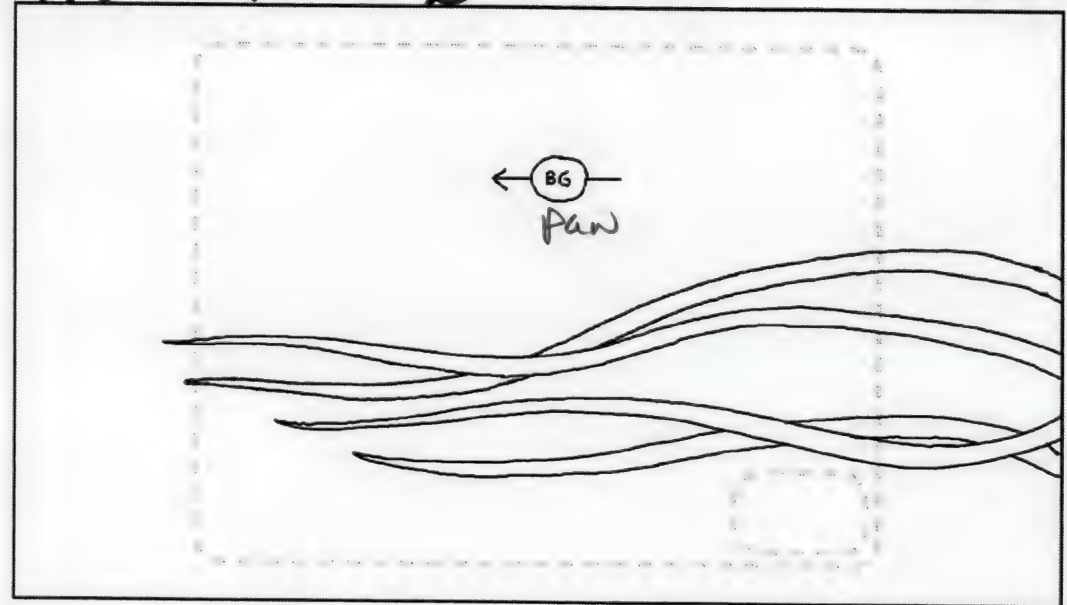
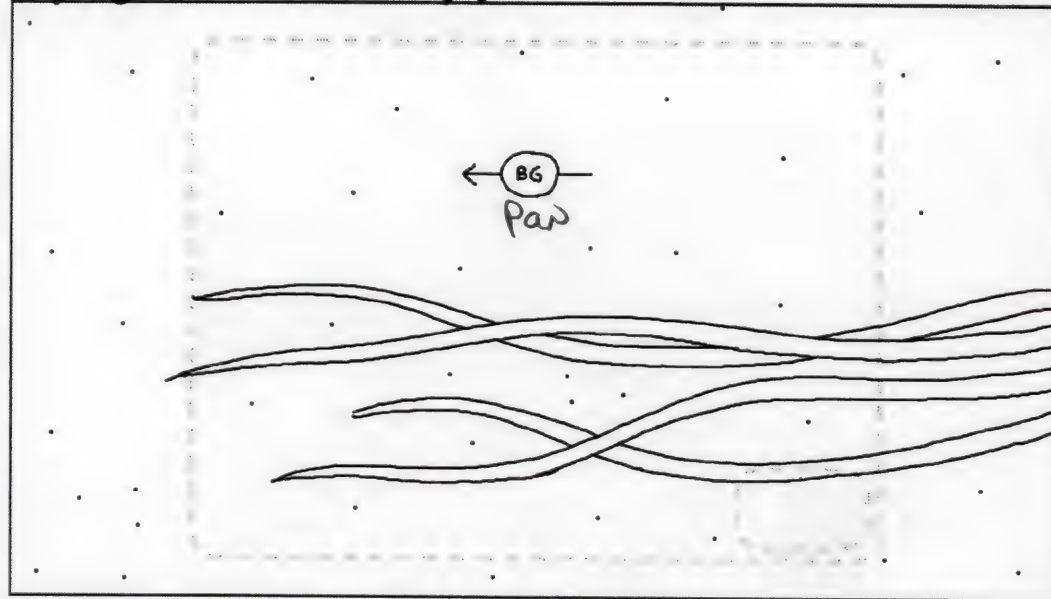
day night

Sq. **178 cont**

Pnl. **B**

Bg.

day night



Dialog:

Action:

-TENDRILS SLITHERIN' ALONG.

Timing:

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Production :

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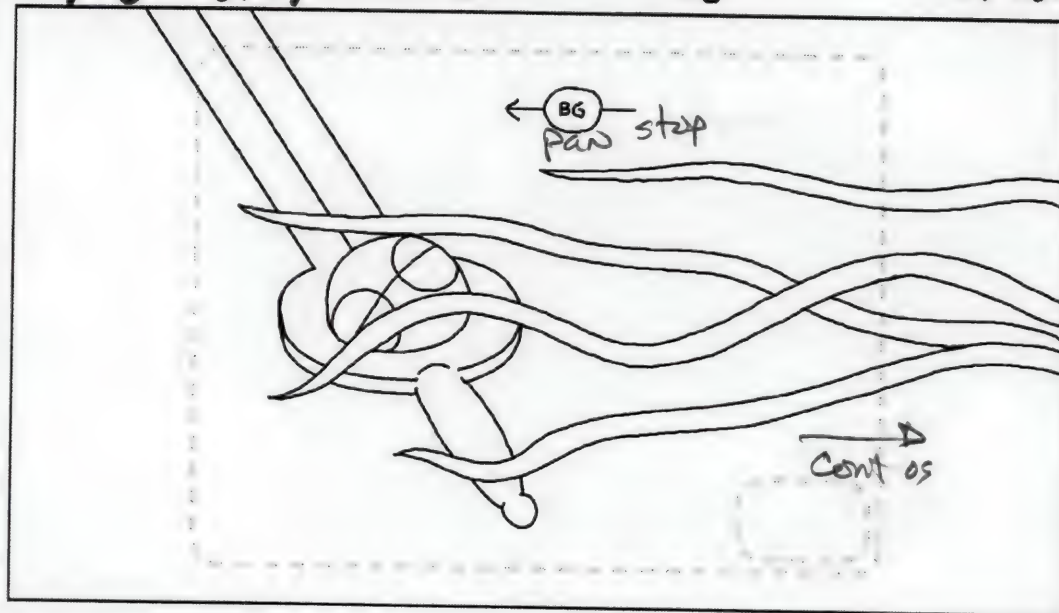
# ADVENTURE TIME



Sc. 17B CONT Pnl. C

Bg.

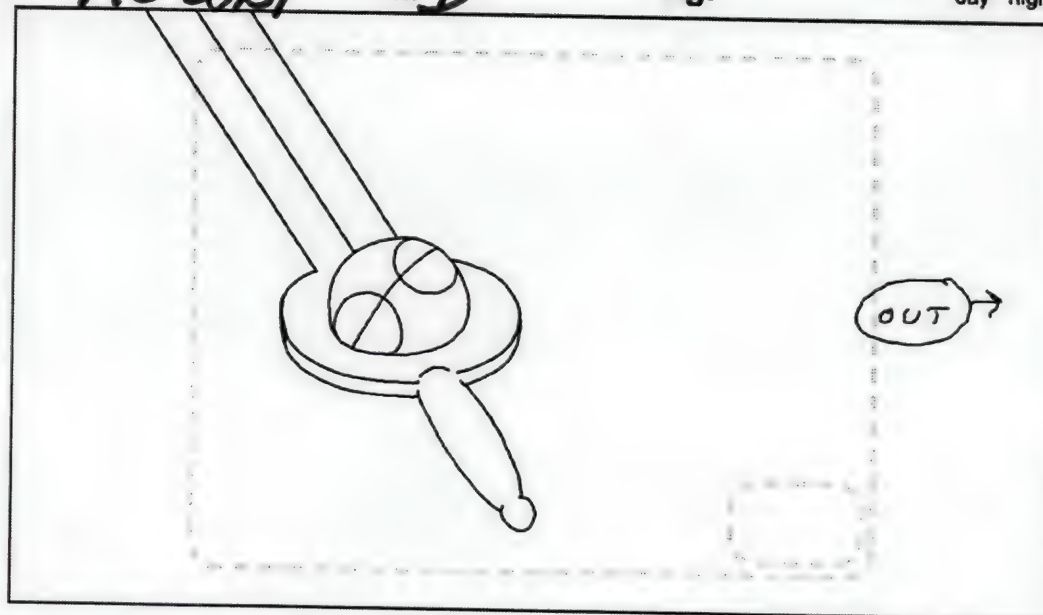
day night



Sc. 17B CONT Pnl. D

Bg.

day night



Dialog:

Action:

- TENDRILS PASS OVER SWORD

- TENDRILS SLITHER OFF/S,

Timing:

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# ADVENTURE TIME

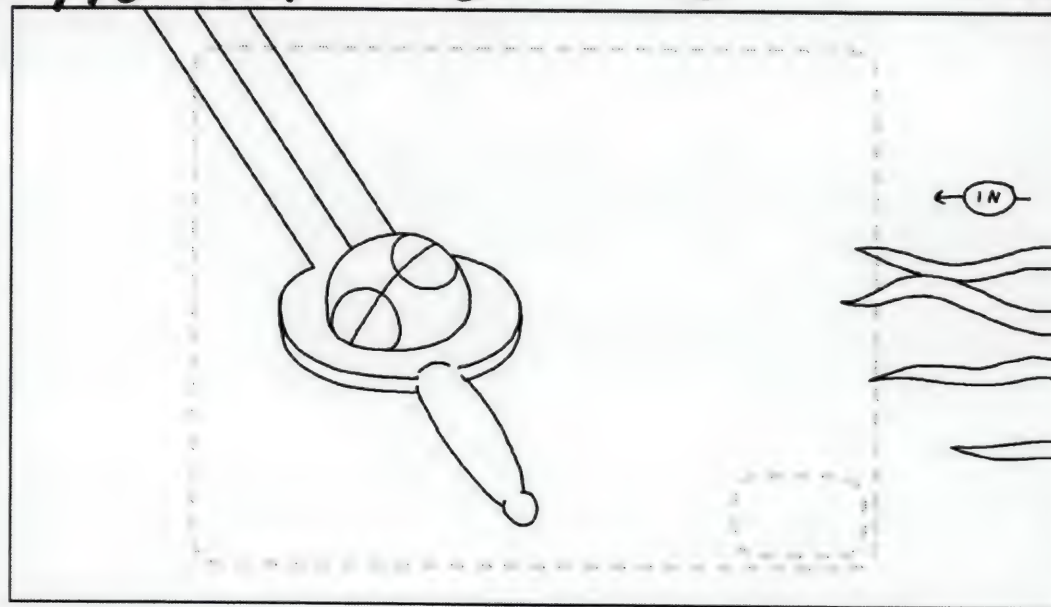


Page 360

Sc. 178 CONT Pnl. E

Bg.

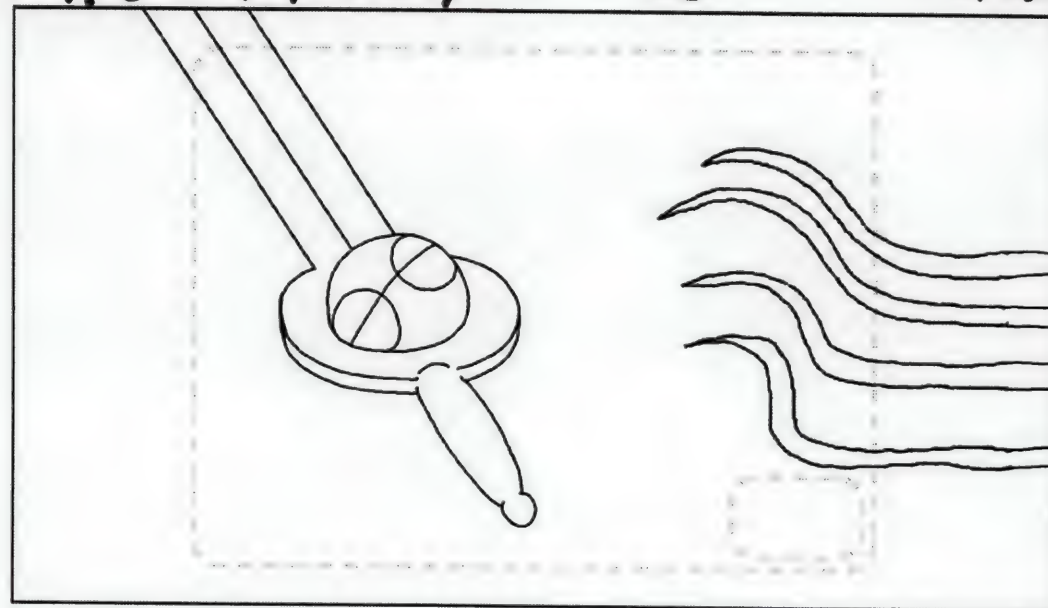
day night



Sc. 178 CONT Pnl. F

Bg.

day night



Dialog:

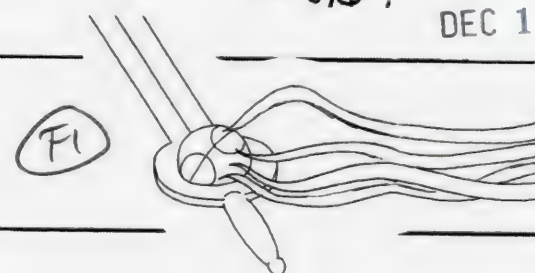
Action:

-TENDRILS SLITHER BACK ON/S.

-TENDRILS "LOOK" AT SWORD.

DEC 17 2015

Timing:



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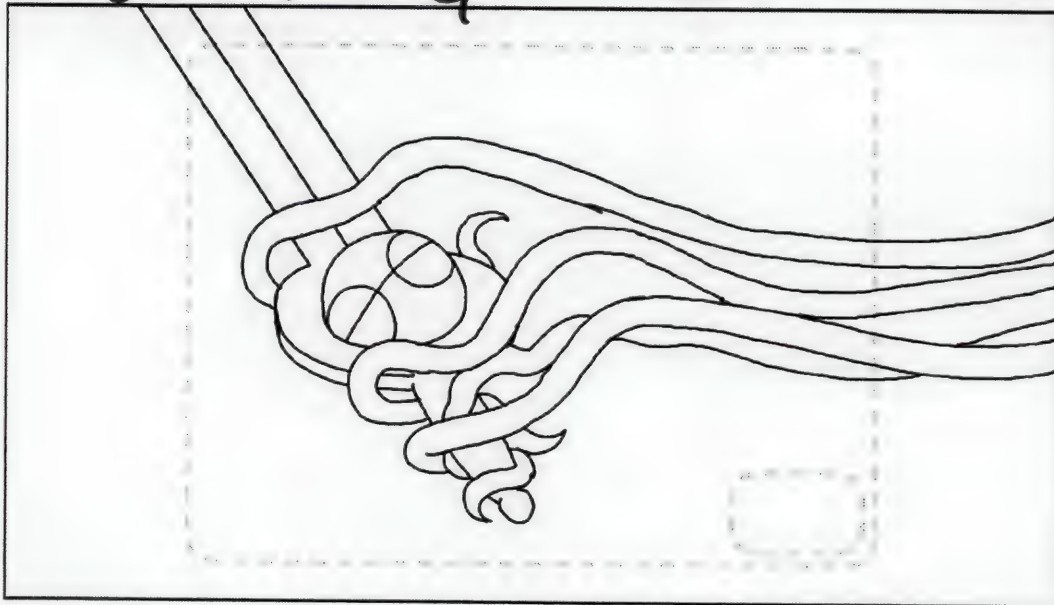
# ADVENTURE TIME



Sc. **178 CONT** Pnl. **G**

Bg.

day night

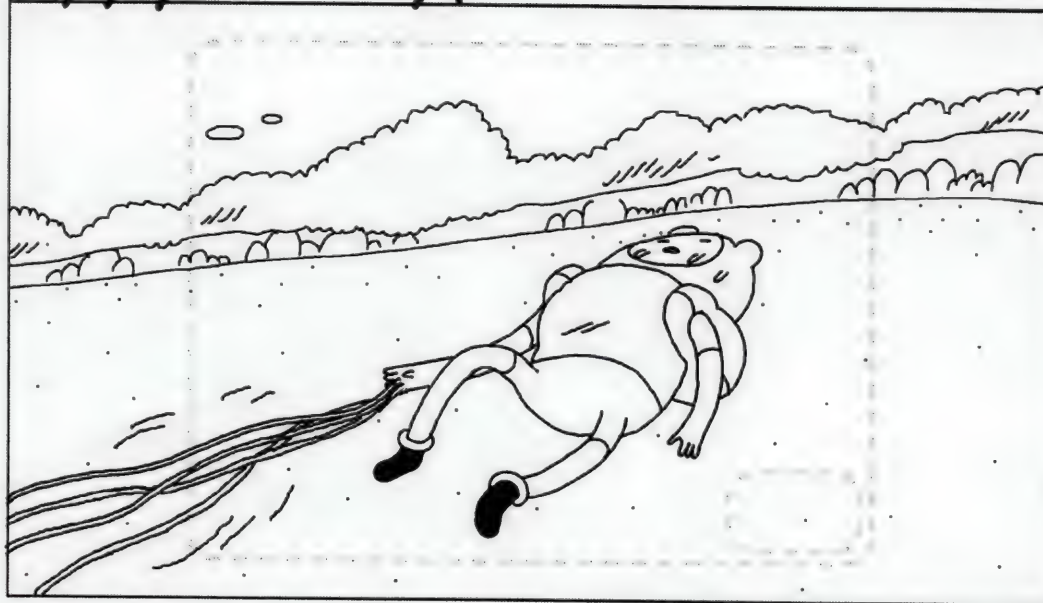


Sc. **179**

Pnl. **A**

Bg.

day night



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Dialog:

Action:

Timing:

-TENDRILS WIGGLING

DEC 17 2015

Production :

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# ADVENTURE TIME



Sc. 179 CONT Pnl. B Bg.

day night

Sc. 179 CONT Pnl. C Bg.

Page 362  
day night



Dialog:

F H U H?

Action:

-FINN SITS UP.

DEC 17 2015

Timing:

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EPISODE #

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Production :

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# ADVENTURE TIME



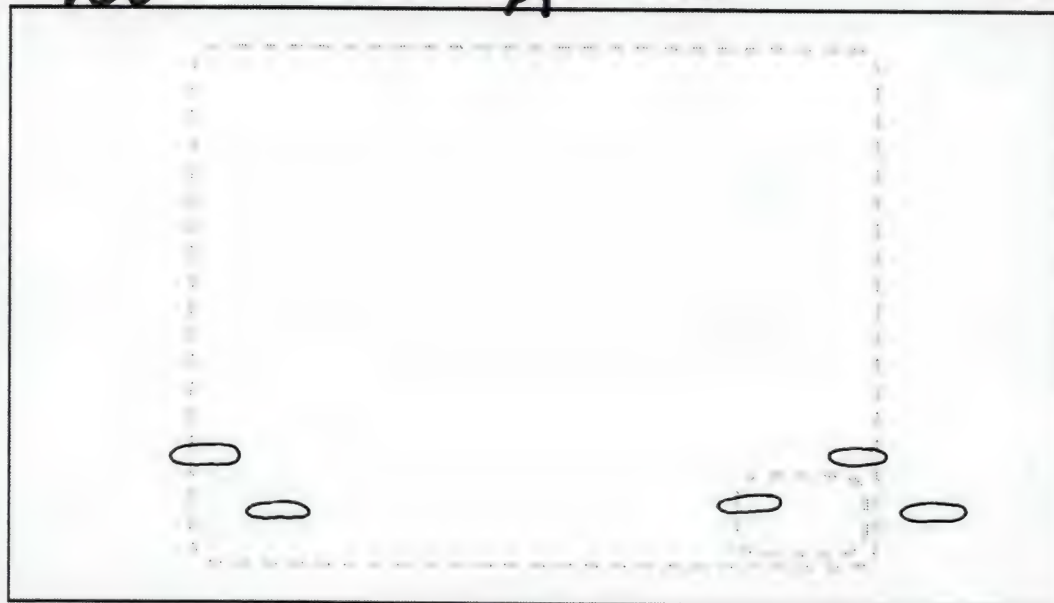
Page **303**

Sc. **180**

Pnl. **A**

Bg.

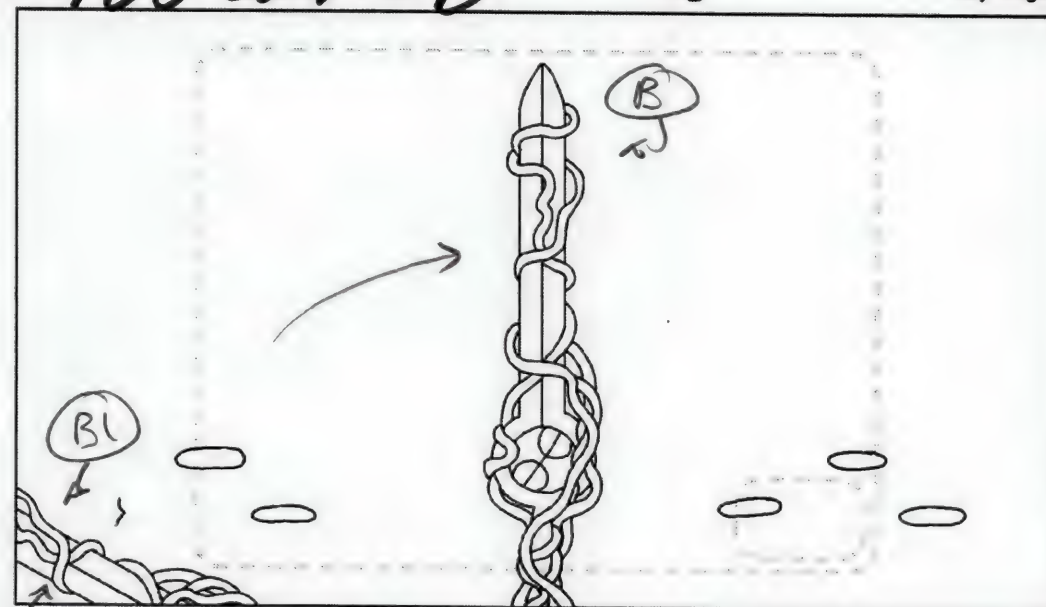
day night



Sc. **180 cont** Pnl. **B**

Bg.

day night



Dialog:

Action:

- TENDRILS LIFT SWORD QN/S.

DEC 17 2015

Timing:

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Production :

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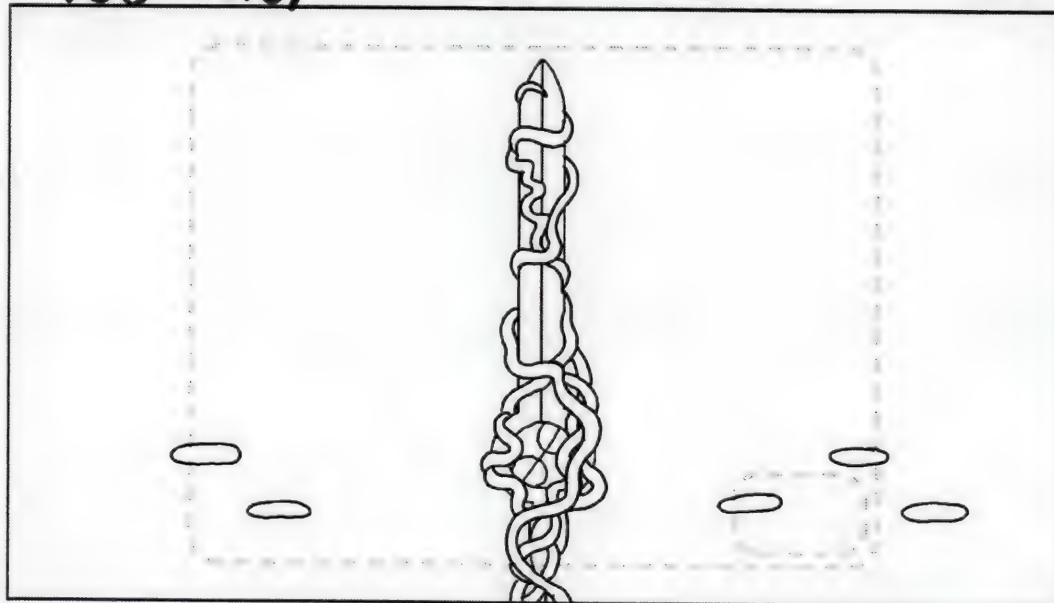
# ADVENTURE TIME



Sc. 180 CONT Pnl. C

Bg.

day night



Sc. 181

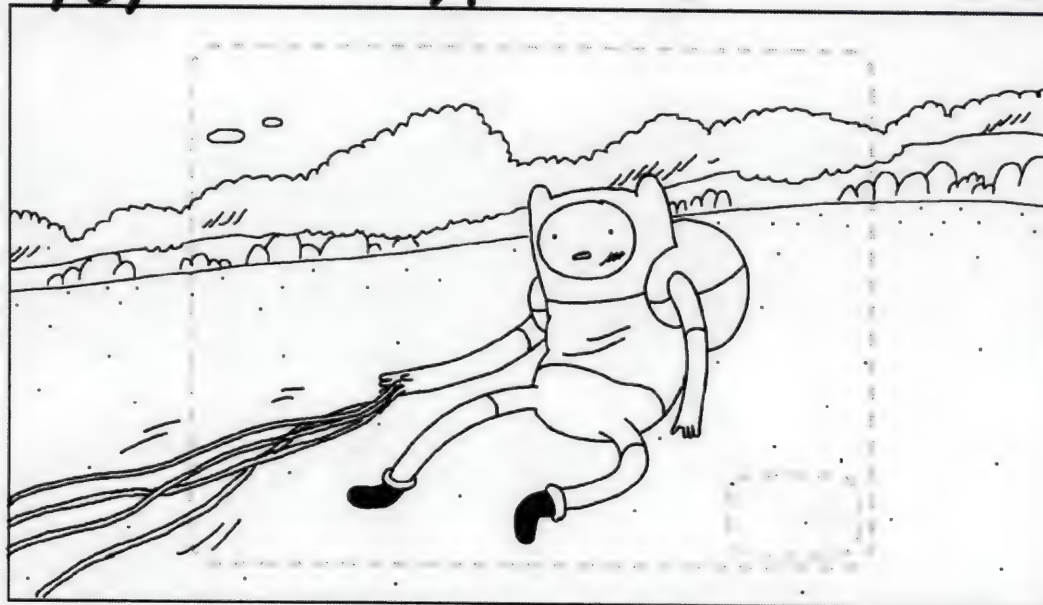
Pnl. A

Bg.

Page

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day night



Dialog:

E I DON'T...

Action:

DEC 17 2015

Timing:

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# ADVENTURE TIME

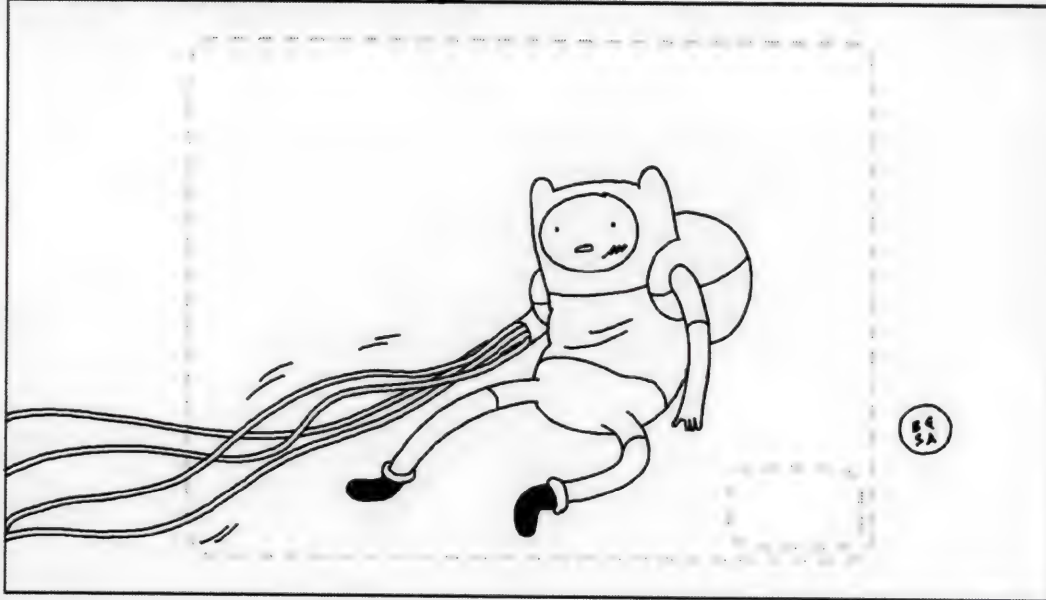


Page **365**  
day night

Sc. **181 cont** Pnl. **B**

Bg.

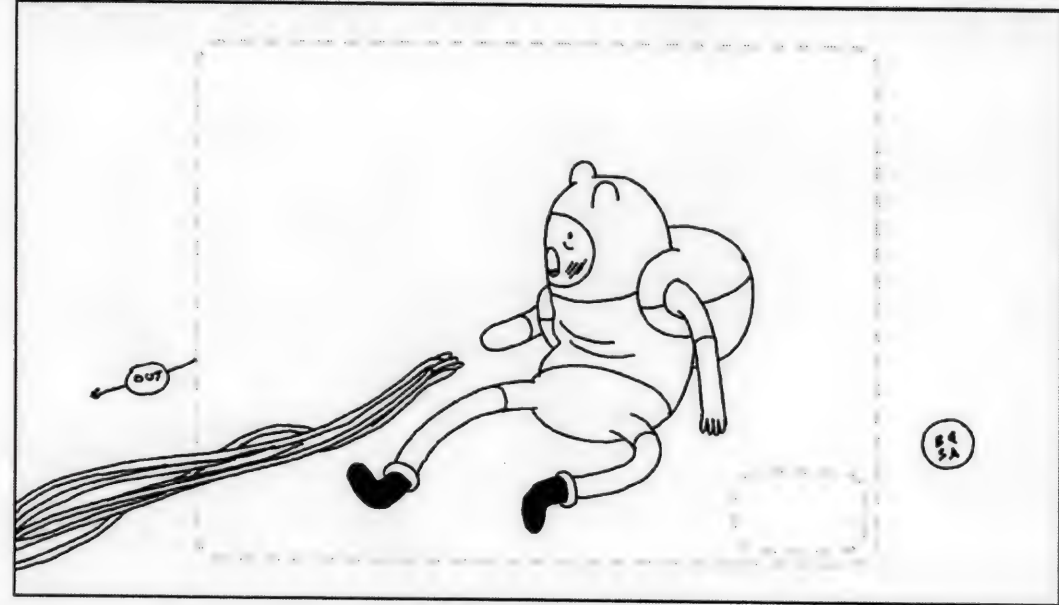
day night



Sc. **181 cont** Pnl. **C**

Bg.

day night



Dialog:

**Ⓢ AAH!**

Action:

**-TENDRILS SLITHER OFF/S.**

**DEC 17 2015**

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Production :

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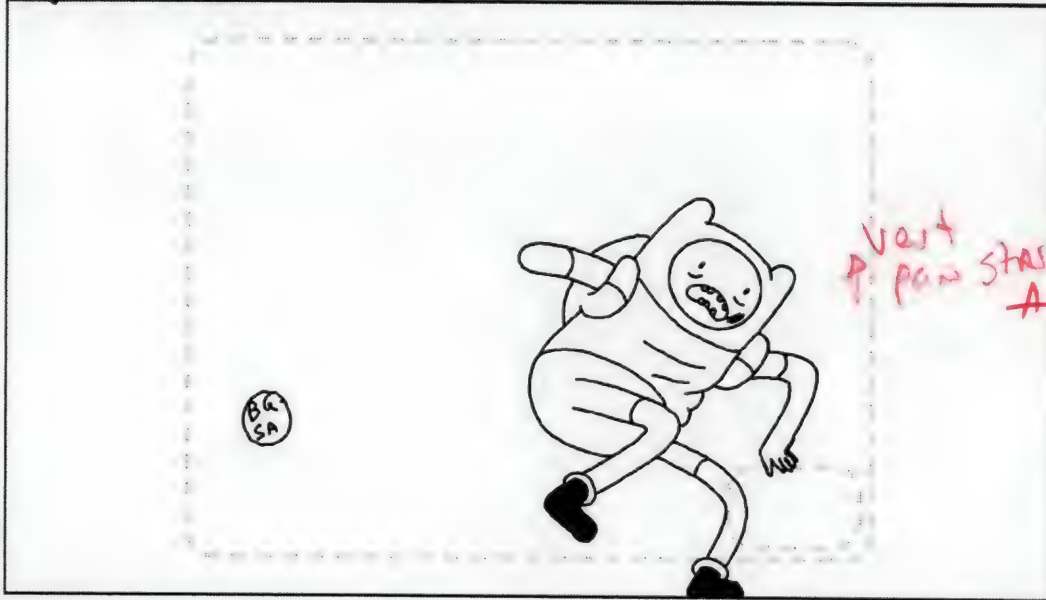
# ADVENTURE TIME



Sc. 181 CONT Pnl. D

Bg.

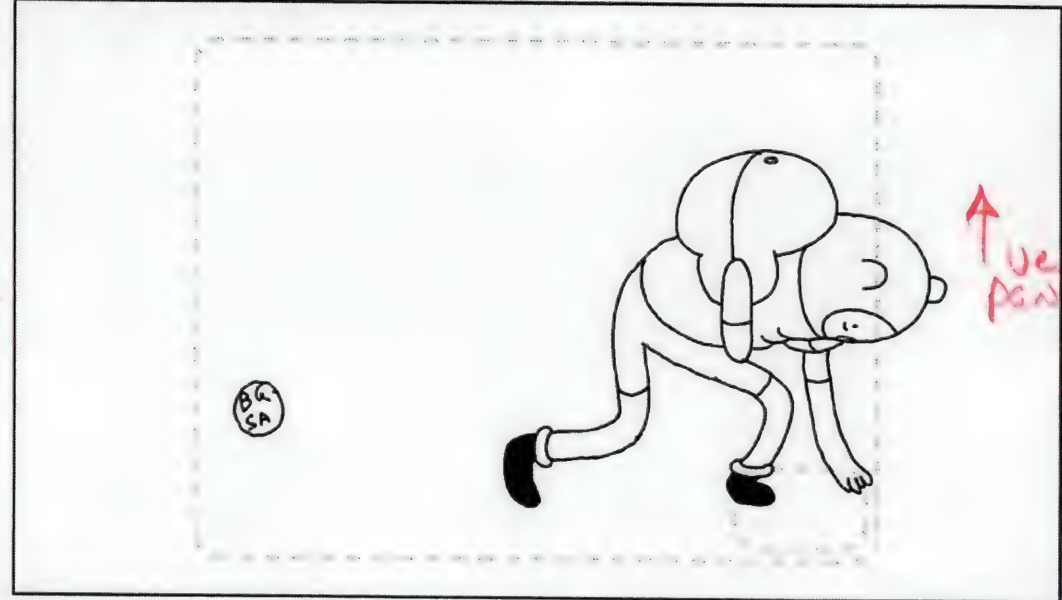
day night



Sc. 181 CONT Pnl. E

Bg.

day night



Dialog:

Action:

Timing:

DEC 17 2015

Production :

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# ADVENTURE TIME

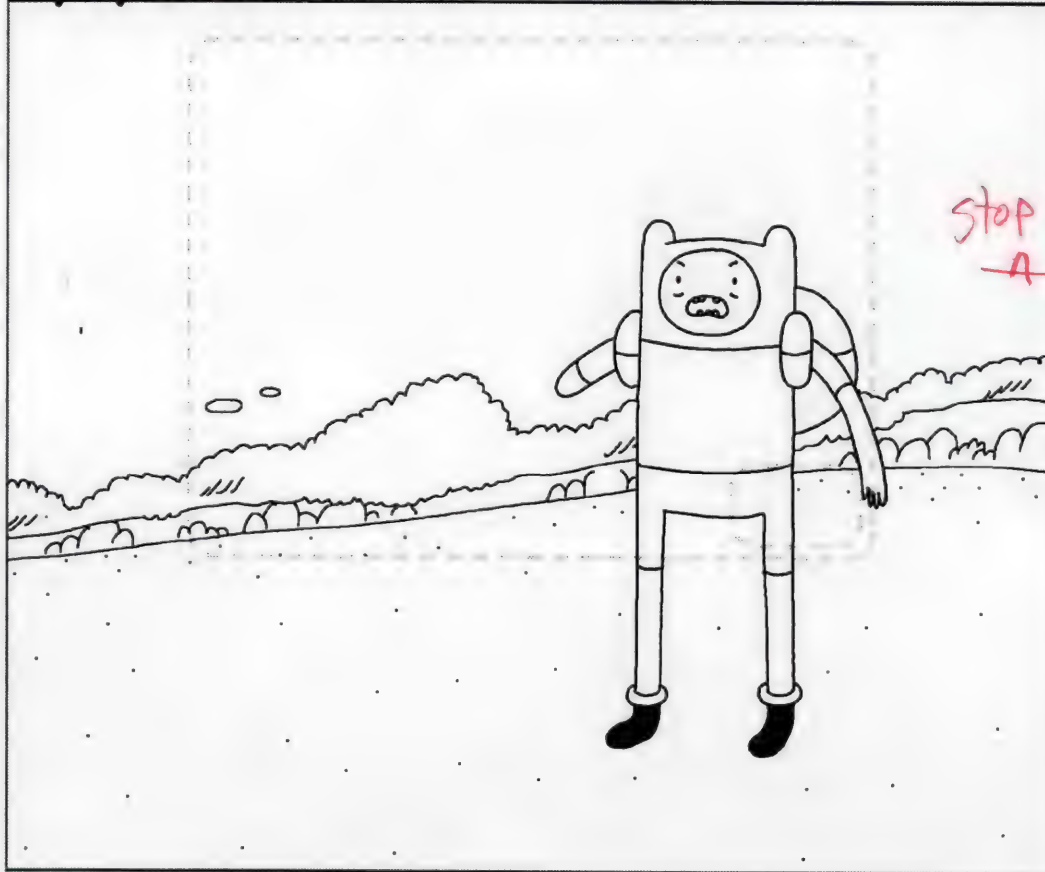


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Sc. 181 CONT Pnl. F

Bg.

day night

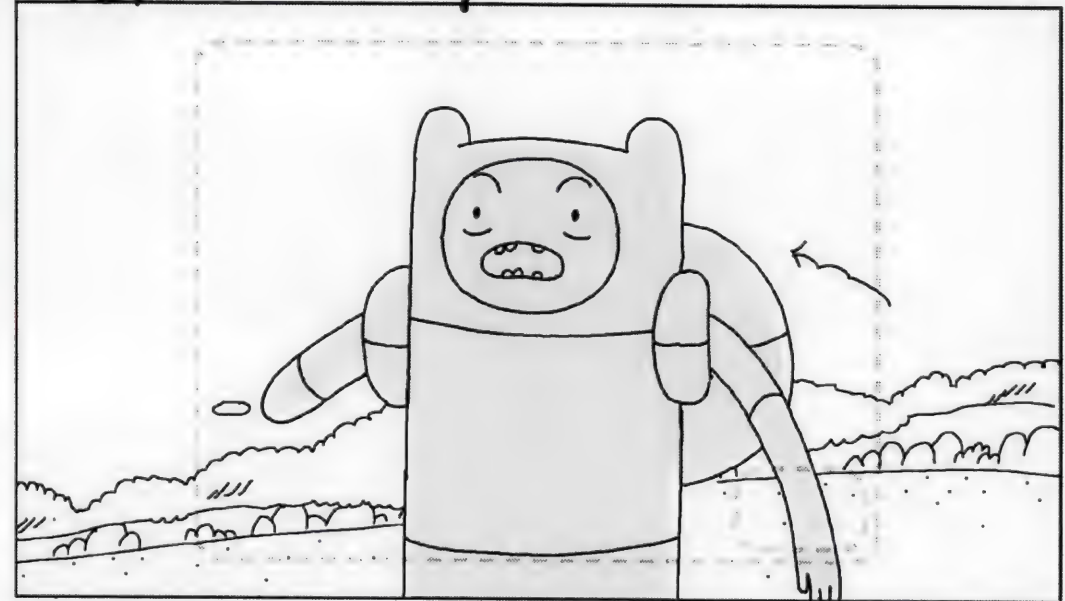


-FINN STANDS UP.

Sc. 181 CONT Pnl. G

Bg.

day night



- FINN WALKS FORWARD.

DEC 17 20

Timing:

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Production :

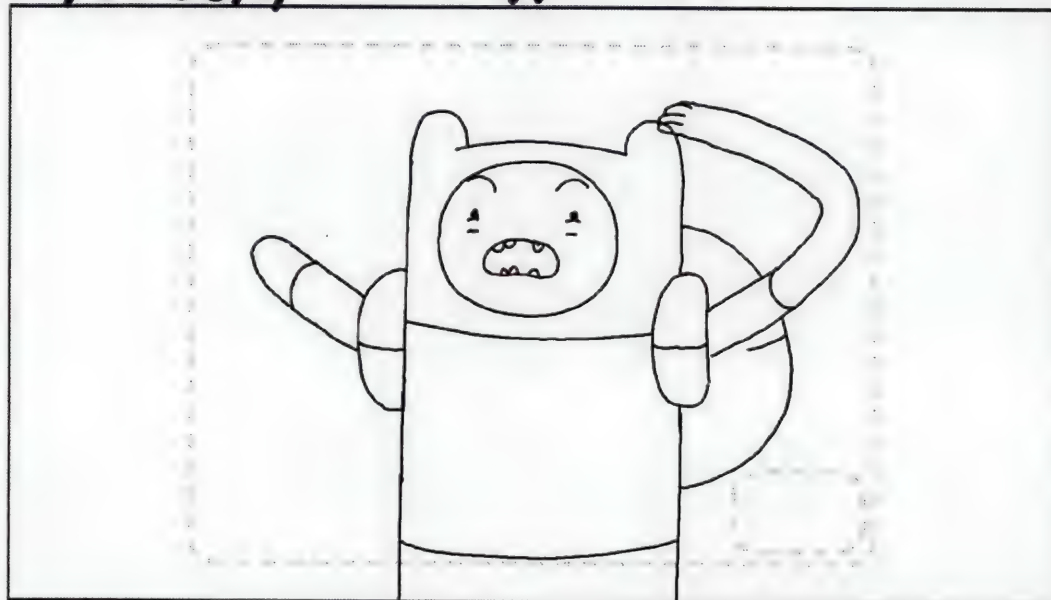
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# ADVENTURE TIME



Sc. **181 CONT** Pnl. **A** Bg.

day night

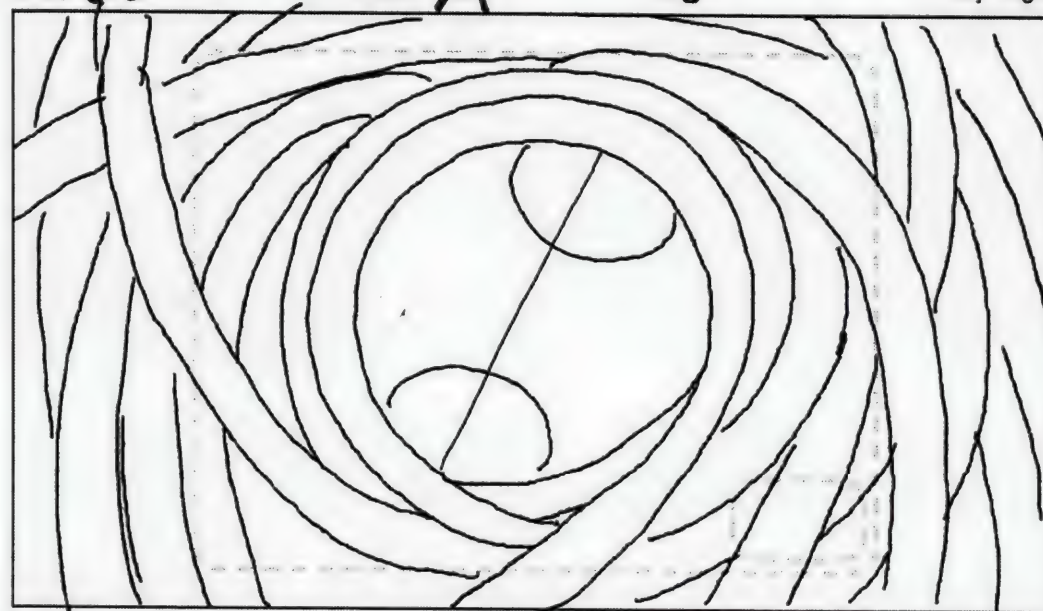


Sc. **182**

Pnl. **A**

Bg.

Page **368**  
day night

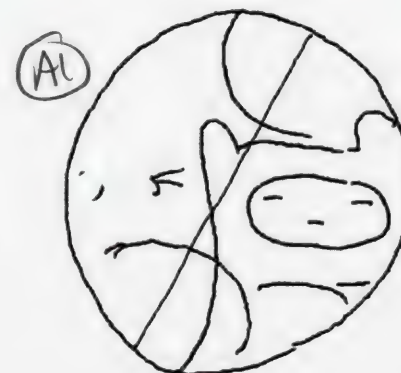


Dialog:

**(E) MARM!**  
(MY ARM)

Action:

Timing:



DEC 17 2015

-FINN FACE  
APPEARS  
ON SWORD GEM

Production :

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EPISODE #

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1034/244



# ADVENTURE TIME

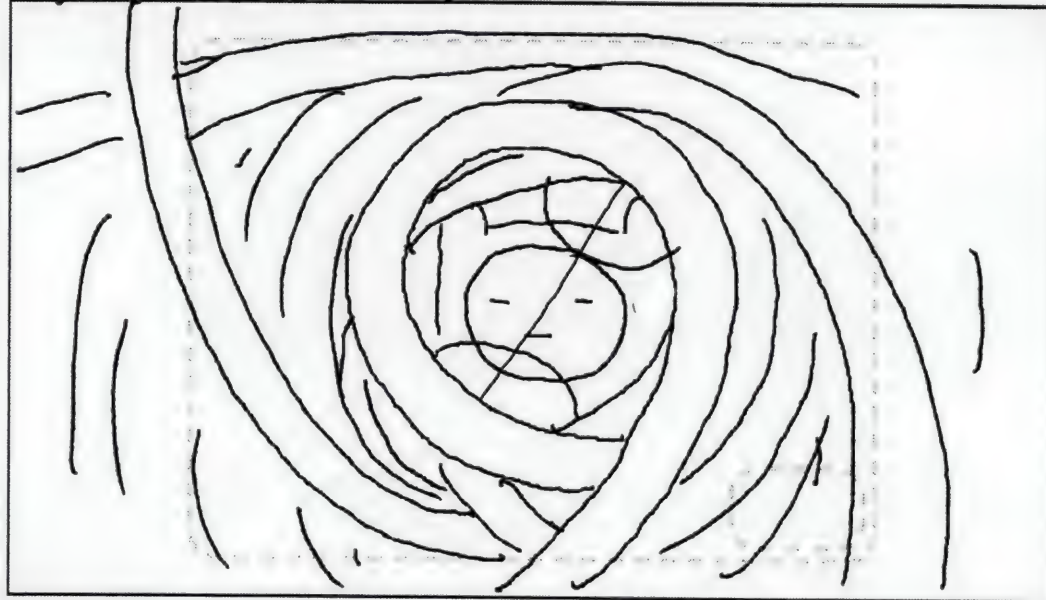


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Sc. **102 cont** Pnl. **B**

Bg.

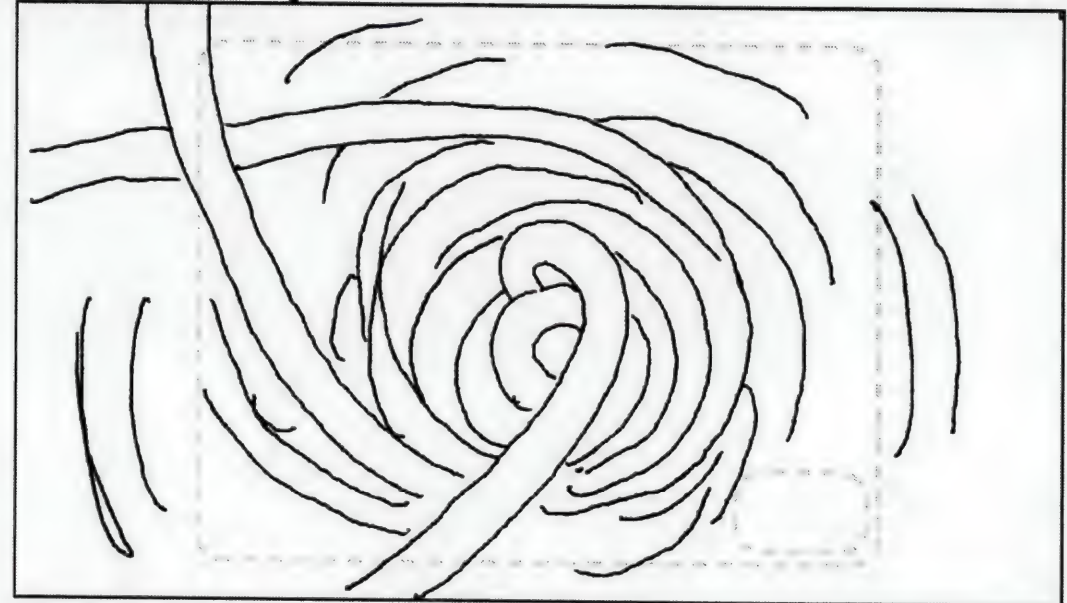
day night



Sc. **102 cont** Pnl. **C**

Bg.

day night



Dialog:

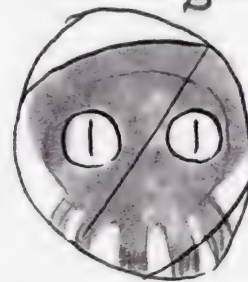
Action:

(B1)



- EYES OPEN.

(B2)



- IMAGE OF 'GRASS-SPIDER'  
DISSOLVES ON/S A  
FEW FRAMES BEFORE

DEC 17 2015

Timing:

SWORD'S GEM IS COVERED.

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Production :

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# ADVENTURE TIME

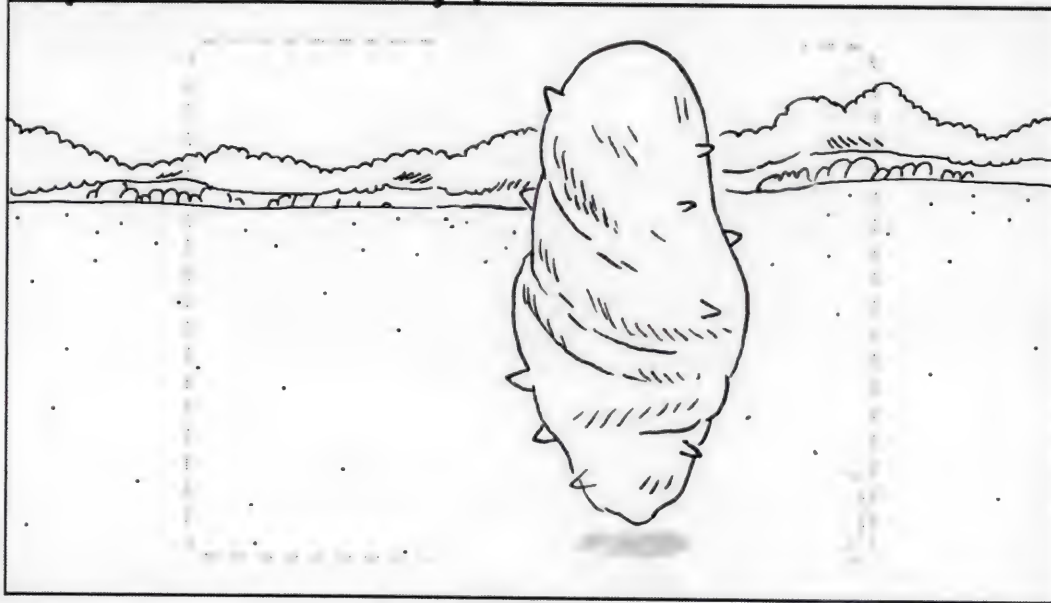


Sc. 183

Pnl. A

Bg.

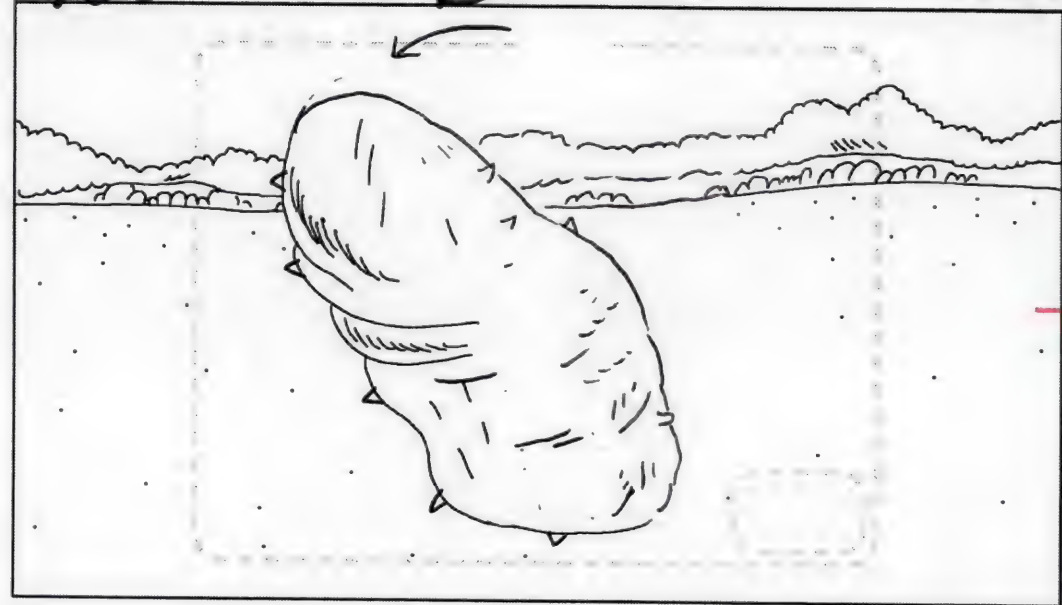
day night



Sc. 183 cont Pnl. B

Bg.

Page 370  
day night



Dialog:

Action:

- GRASS COCOON HOVERS

- GRASS COCOON FALLS OVER.

DEC 17 2010

Timing:

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Production :

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# ADVENTURE TIME

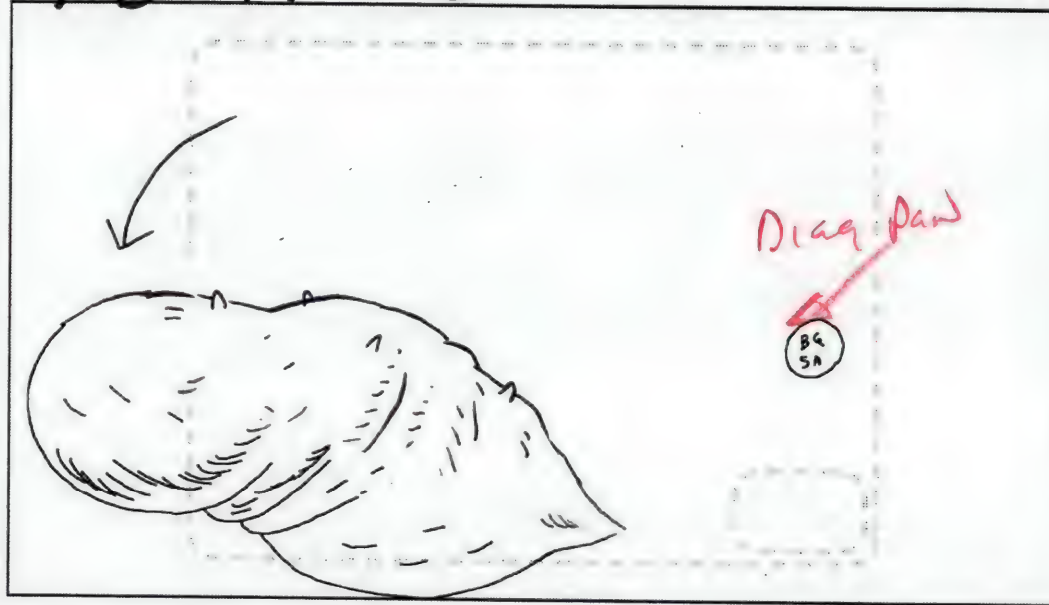


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Sc. 183 cont Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

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# ADVENTURE TIME



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Sc. **183 CONT** Pnl.

Bg.

day night



Dialog:

Action:

Timing:

- COCOON SPREADS ACROSS GROUND  
- ADJ. W/ COCOON

DEC 17 2015

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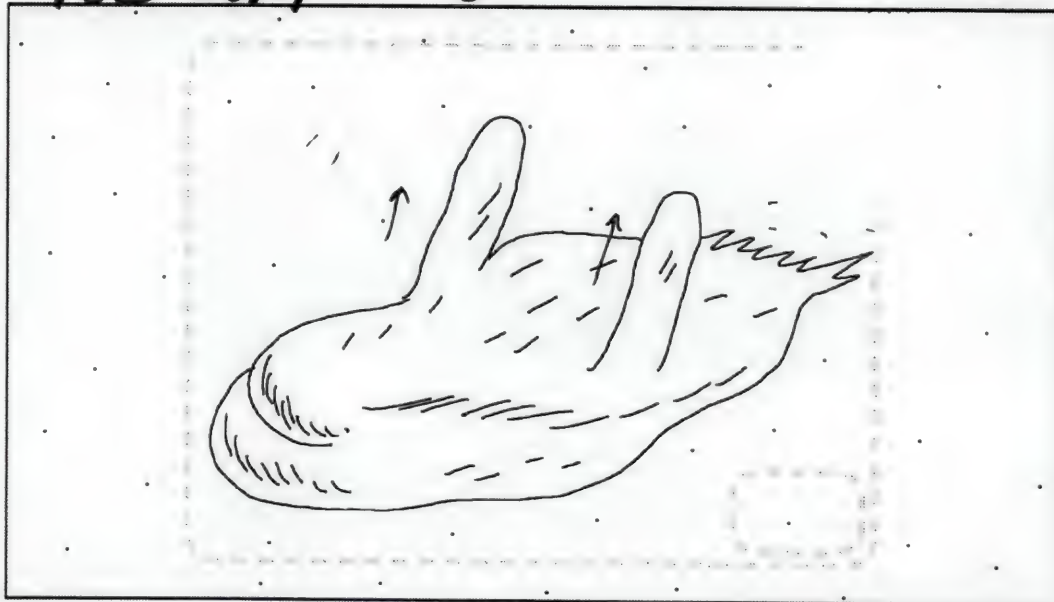
# ADVENTURE TIME



Sc. **183 cont** Pnl. **E**

Bg.

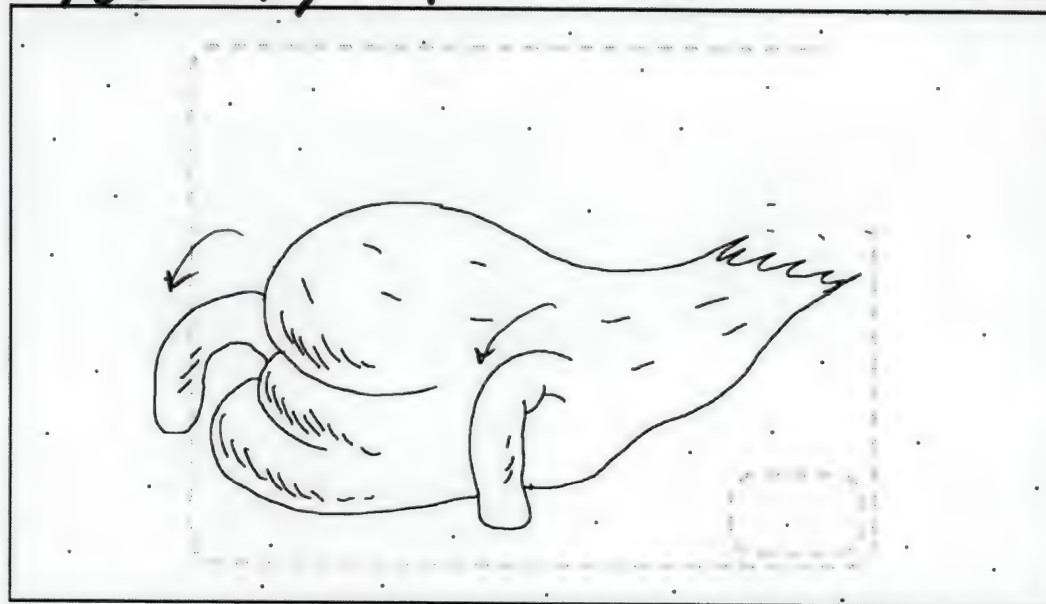
day night



Sc. **183 cont** Pnl. **F**

Bg.

day night



Dialog:

Action:

-TWO ARMS FORM

-GRASS CREATURE PULLS HIMSELF FORWARD

(E1)

(E2)

Timing:



DEC 17 2015

Production :

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# ADVENTURE TIME

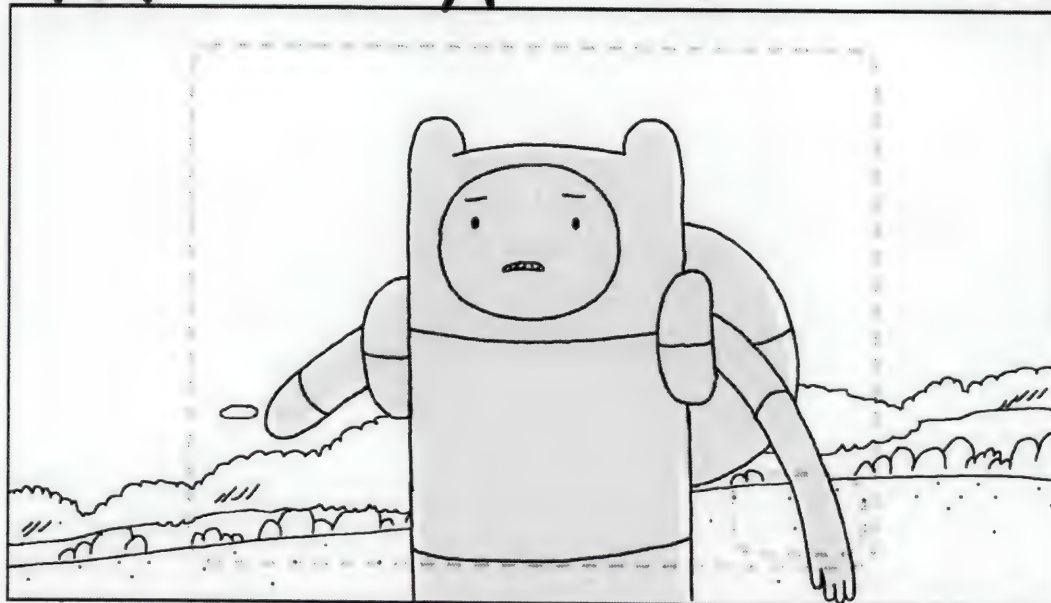


Sc. **184**

Pnl. **A**

Bg.

day night

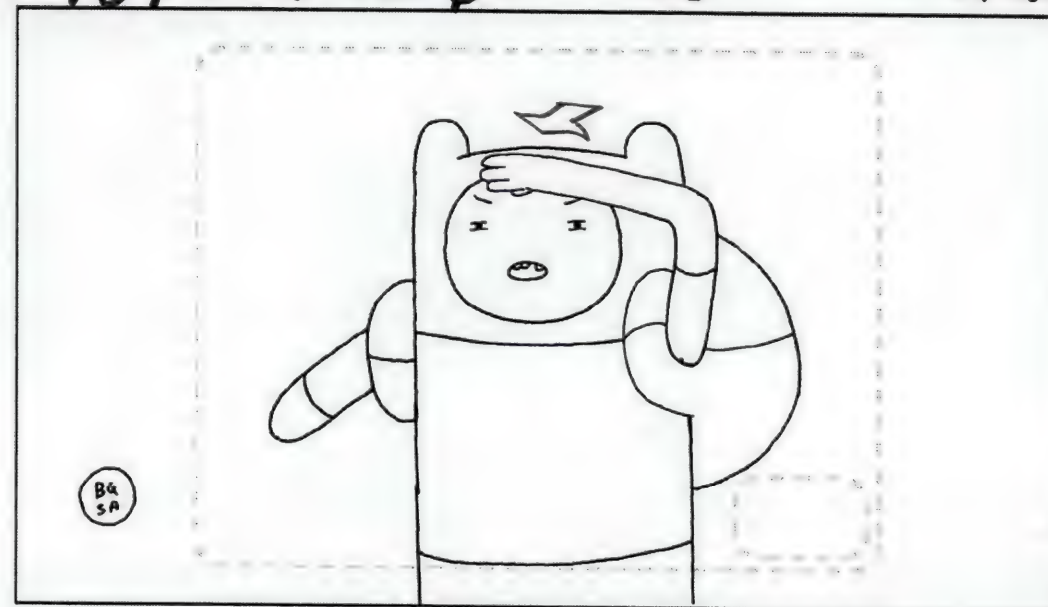


Sc. **184 cont**

Pnl. **B**

Bg.

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day night



Dialog:

**(F) / WHAT ?**

Action:

Timing:

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# ADVENTURE TIME

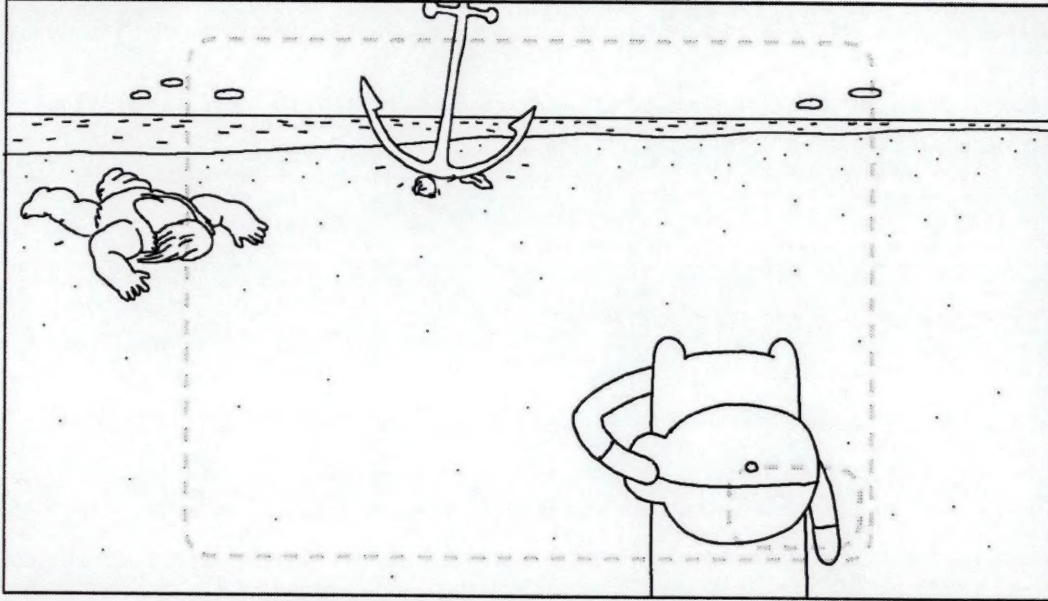


Sc. 185

Pnl. A

Bg.

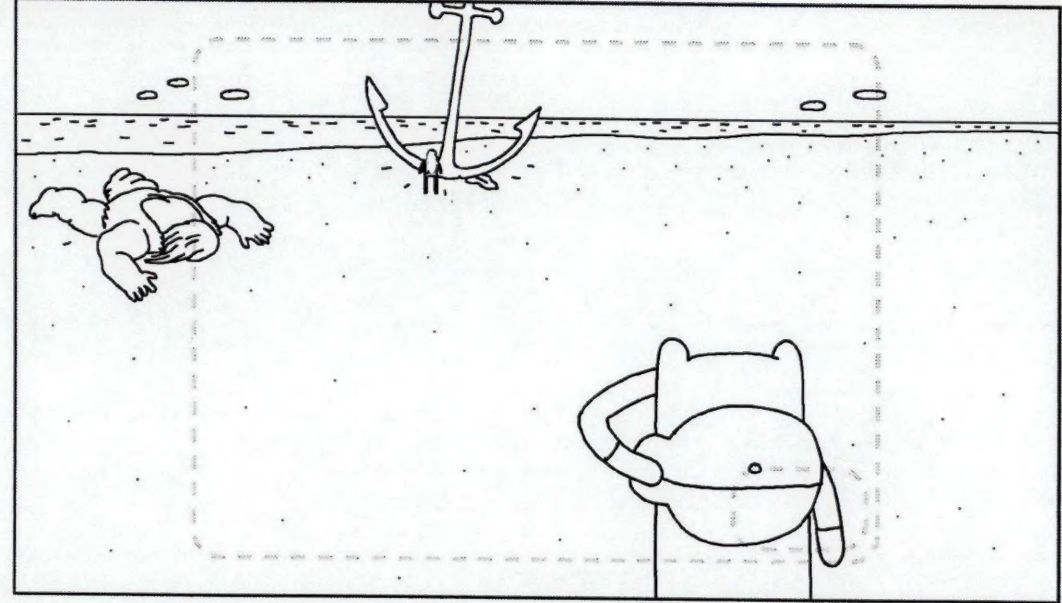
day night



Sc. 185 CONT Pnl. B

Bg.

day night



Dialog:

Action:

-GRASS CREATURE STANDS UP IN THE DISTANCE.

Timing:

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# ADVENTURE TIME

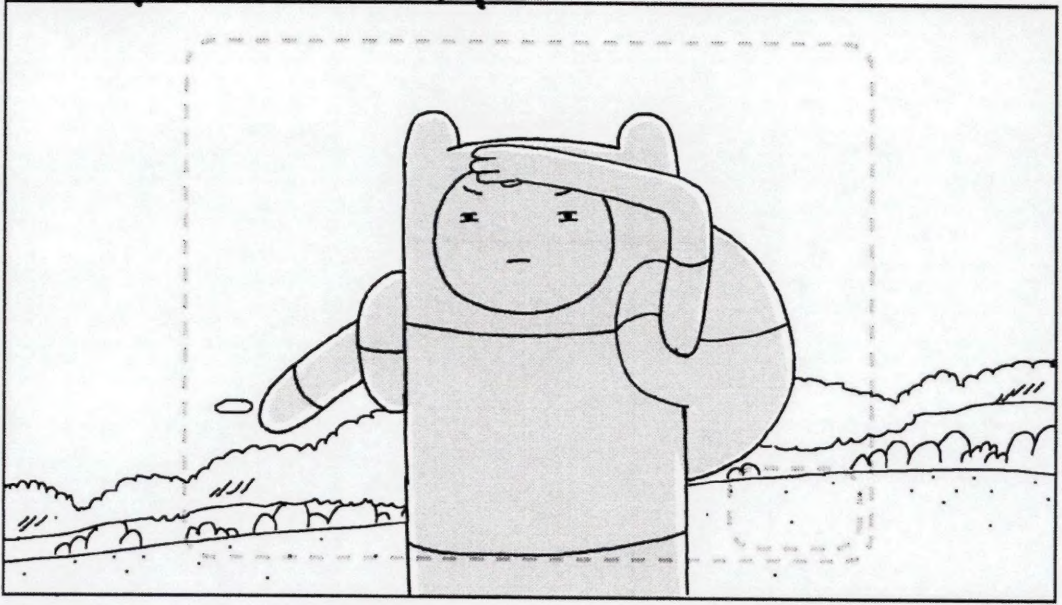


Sc. 186

Pnl. A

Bg.

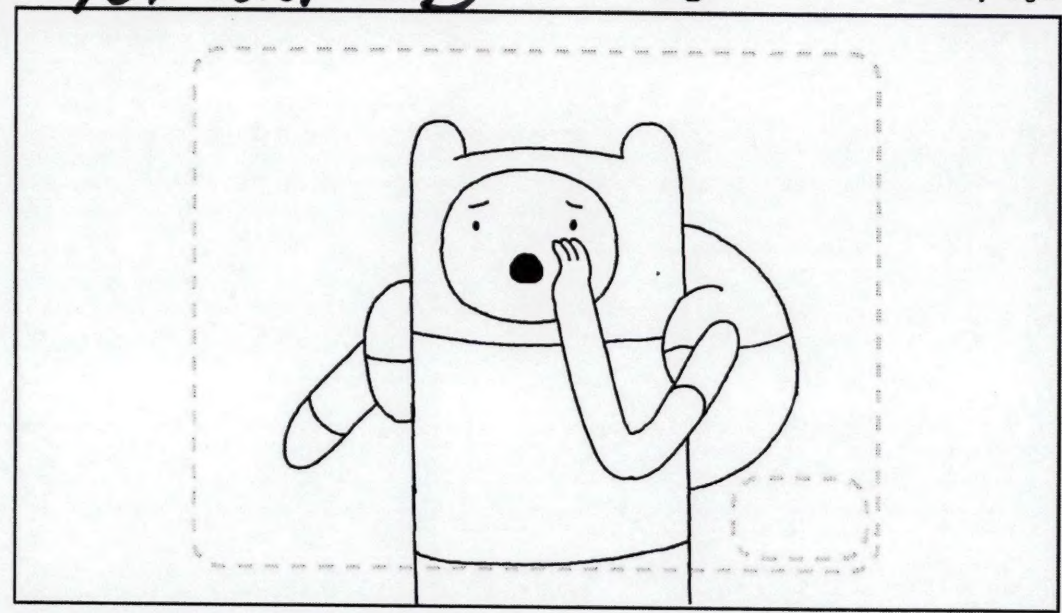
day night



Sc. 186 CONT Pnl. B

Bg.

Page 376  
day night



|                              |  |
|------------------------------|--|
| Dialog:                      |  |
| © / COME BACK !              |  |
| Action:                      |  |
| DEC 1 1 2015<br>DEC 1 7 2015 |  |
| Timing:                      |  |

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1034/244



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# ADVENTURE TIME

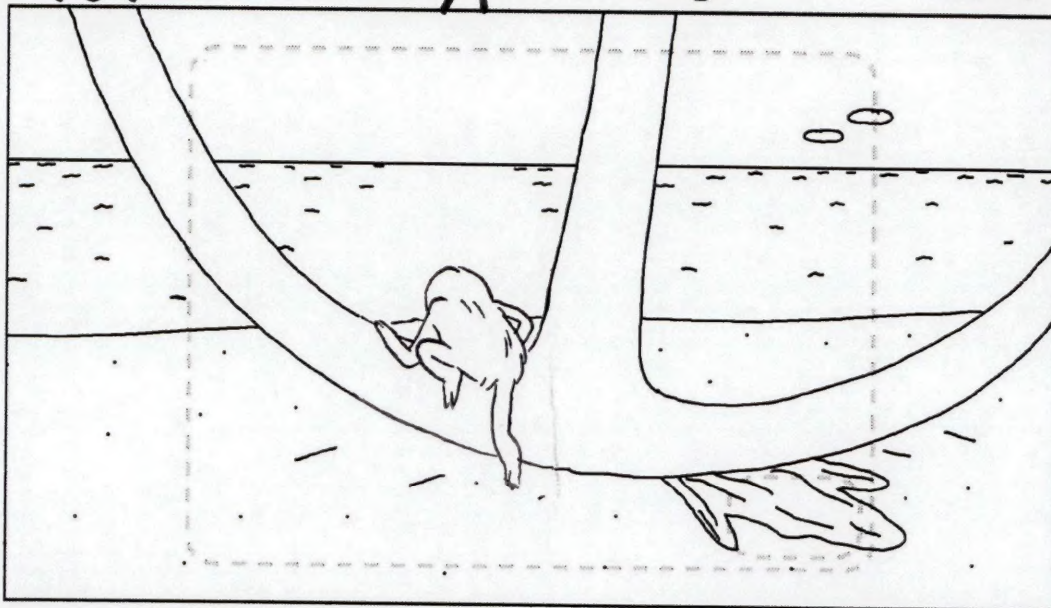


Sc. 187

Pnl. A

Bg.

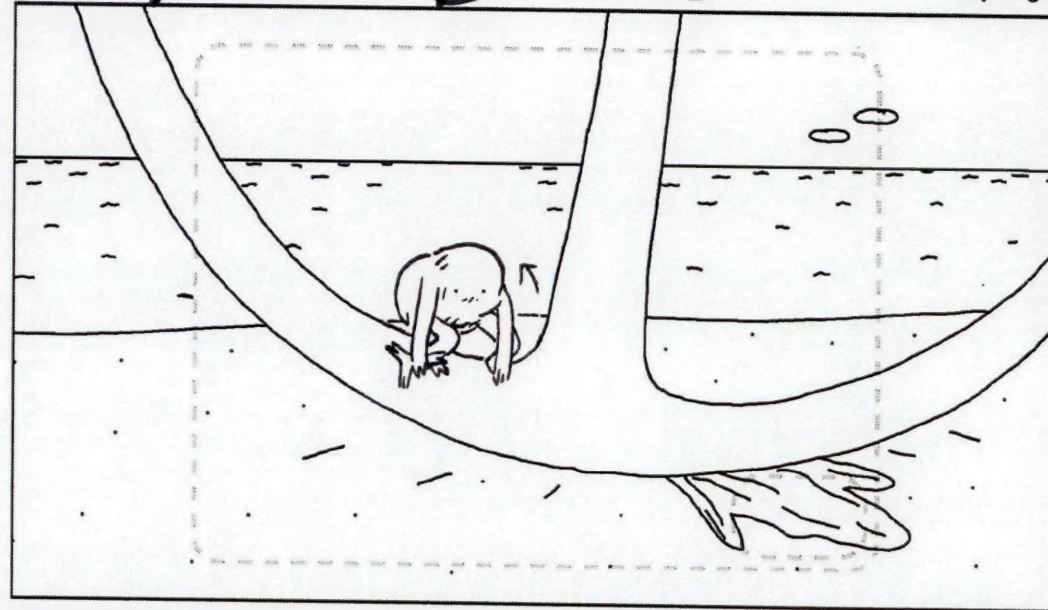
day night



Sc. 187 cont Pnl. B

Bg.

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day night



Dialog:

Action:

-GRASS CREATURE CLIMBS ONTO ANCHOR.

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Timing:

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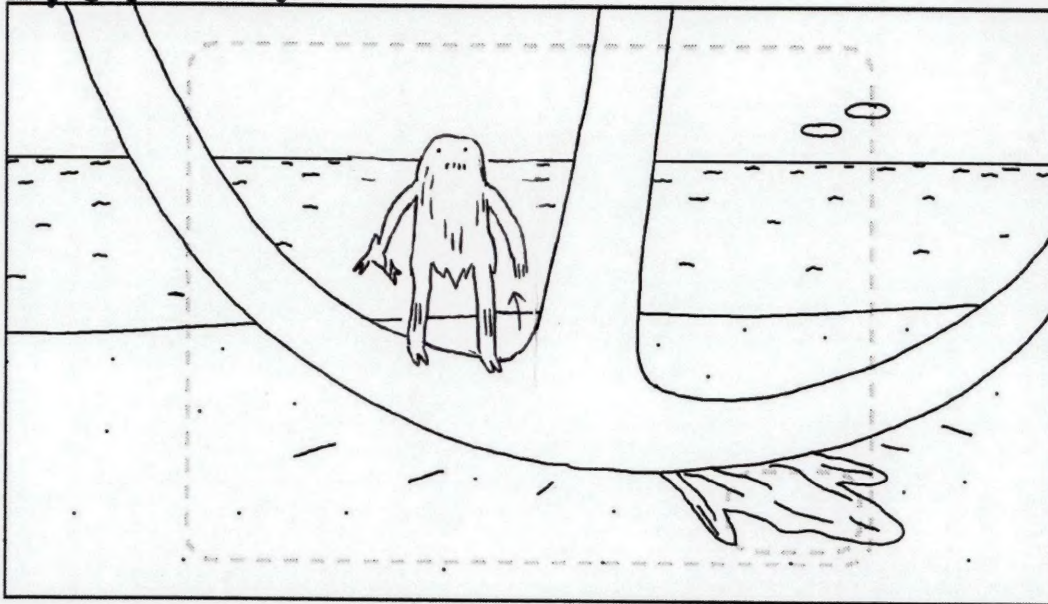
# ADVENTURE TIME



Sc. 187 cont Pnl. C

Bg.

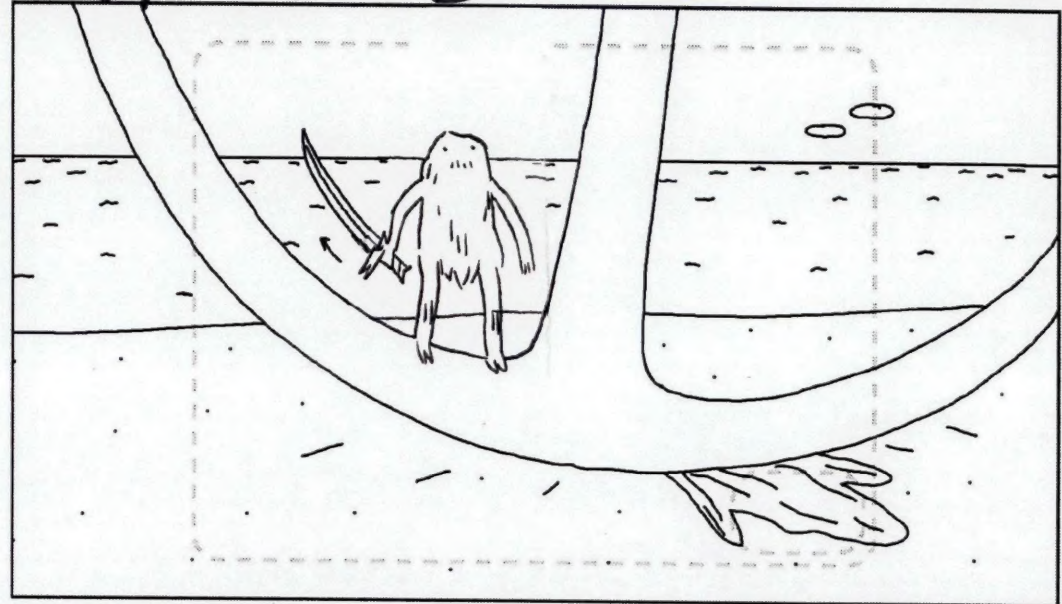
day night



Sc. 187 cont Pnl. D

Bg.

day night



Dialog:

(SFX) SHEENK!

Action:

- GRASS CREATURE STRAIGHTENS UP.

- GRASS CREATURE FORMS GRASS SWORD.

"HOLY!"

Timing:

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Production :

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